How to win at Super Mario Bros.™

A complete strategy guide to the world's most popular video game!

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#1 Bestseller in Japan

Nintendo®

For Howard Phillips, "work" is definitely "play."

Howard Phillips' official title at Nintendo of America is Product Analysis Manager. Most everyone else knows him as one of the premier video game experts in the country.

Howard has a great deal of influence on which arcade hits will become Nintendo home video games and sometimes vice versa. It was his idea to adapt Super Mario Bros. into an arcade game, and to publish this book for U.S. players. Both efforts helped lead this exciting game to its overwhelming success.

First a best-seller in Japan, the book's secret strategies, tips and maps showed Japanese players how to master Super Mario Bros. – instead of letting the game master them. This new English language edition is now available to U.S. players for the first time.

Recently, Howard helped Nintendo establish its "Fun Club," a nationwide organization of video game lovers. As its president, he develops and oversees all the competitions, activities and special offers that are open exclusively to Nintendo Fun Club members.

How to win at Super Mario Bros.™

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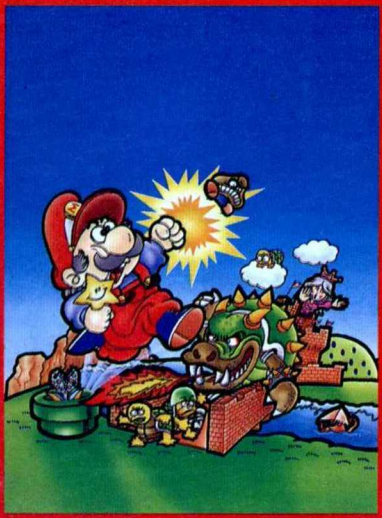


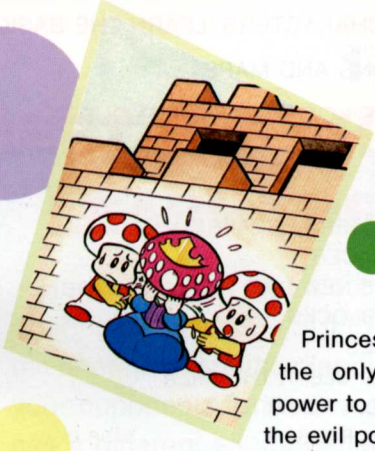
THE SUPER MARIO

In a land far beyond human imagination, lies a magical place called the Mushroom Kingdom. The Mushroom Kingdom is always sunny, and food is plentiful year round. The Kingdom was ruled by a gentle and peace-loving Mushroom King and his daughter, Princess Toadstool. The Mushroom people were living peacefully, and all was bliss.

Then one dark day a tribe of evil turtles named "Koopa" led by the tyrannical King Bowser invaded the tranquil Kingdom. There was a terrible war. The Mushroom people fought courageously but they were no match for the vicious turtles.

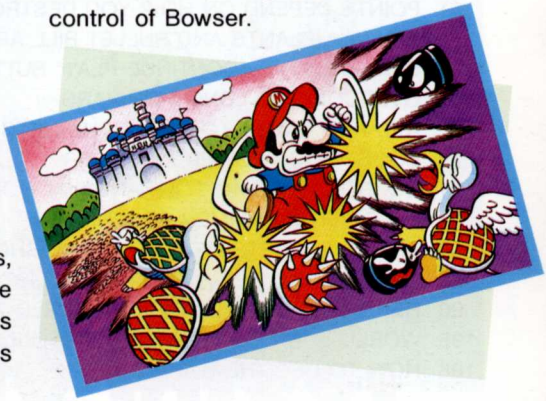
They were easily defeated by the Turtle Tribe, and horrible Bowser's black magic turned all the Mushroom people into stones, bricks and even horse-hair Plants.

BROTHERS LEGEND



Princess Toadstool, the only one with the power to free the Kingdom from the evil power of Bowser, was captured and exiled to a deep dungeon in a faraway castle.

Mario, a man of courage and determination, heard of the awful fate of the Mushroom people. He decided to save the fair Princess and free the citizens of the Mushroom Kingdom from the evil control of Bowser.



This is where legend ends, and the adventure begins. The fate of the beautiful princess and the Mushroom people is now in YOUR hands!

SUPER MARIO BROS. SAVE-THE-PRINCESS STRATEGY BOOK: CONTENTS

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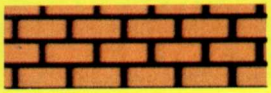
1

MEET THE CHARACTERS
LEARN THE BASICS

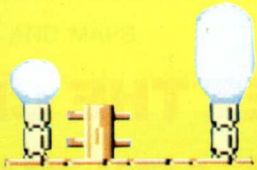
Here's the first and most important tip for conquering the worlds of SUPER MARIO BROS.: know the enemy! Learn the diabolical personalities of all your opponents. Unlike most games, each enemy has a different attack pattern. You'll attain a high score only by judging your enemy accurately, and adjusting your attack to his behavior.

THE GROUND

HERE YOU'LL FIND HILLS, BUSHES, AND MANY MORE LAND-LIKE FEATURES. DISCOVER HIDDEN ADVANTAGES WHEN YOU KNOCK YOUR "BLOCK" ON THE BLOCKS.



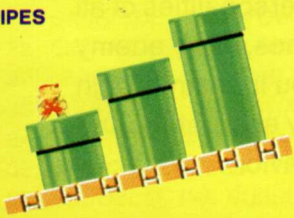
BLOCKS AND BLOCK SETS



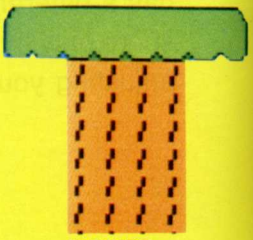
HORSEHAIR PLANTS

BEANSTALKS

PIPES

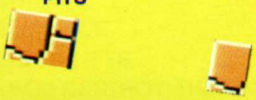


CORAL

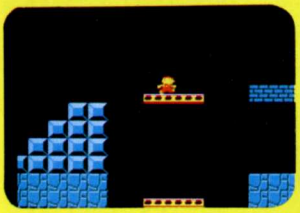


ISLANDS

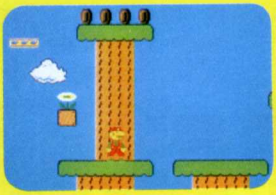
PITS



THE UNDERGROUND

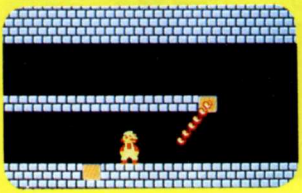


EVERYTHING IS MADE OF BRICKS, BUT YOU CAN BLAST THROUGH THEM BY USING YOUR HEAD!



THE PODWORLD

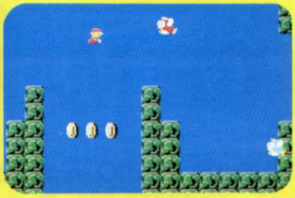
YOU HAVE TO BE ATHLETIC IF YOU WANT TO AVOID A FALL!



THE CASTLE

THE EVIL KOOPA ISN'T THE ONLY CHALLENGE YOU'LL HAVE TO FACE TO REACH THE PRINCESS IN HER CASTLE!

SUPER MUSHROOMS

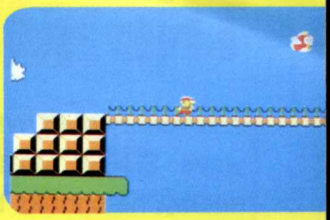


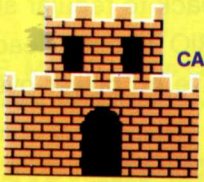
UNDERWATER WORLD

TO AVOID GETTING SUCKED DOWN THE DRAIN, YOU HAVE TO SWIM LIKE CRAZY!

THE SUSPENSION BRIDGE

DON'T WORRY ABOUT FALLING OFF, BUT WATCH FOR FLYING ENEMIES THAT ATTACK FROM BELOW.





CASTLE

BUSHES

HILLS

The Mushroom Kingdom is divided into 8 worlds with 4 levels in each, providing a total of 32 levels to conquer! In each level, Mario encounters deadly enemies which he can shoot with FIREBALLS or stomp out. The following moves, however, are deadly to MARIO:

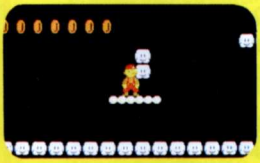
1) Bumping into flames, or members of the Turtle Tribe, or other dangerous creatures.

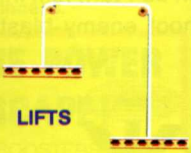
2) Running into a Troopa that you kicked out of the way, but didn't destroy.

3) Falling into a pit or a drain.

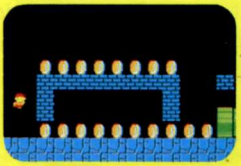
4) Running out of time before you make it to the castle.

FLAG POLE





LIFTS



THE SKY BONUS

DISCOVER A BEANSTALK HIDDEN IN THE BLOCKS, HOP ABOARD, AND STRIKE IT RICH! CASH IN!

JUMPER

THE COIN ROOM

DUCK DOWN A PIPE AND FIND A TREASURE ROOM FULL OF SPARKLING COINS. DON'T RUN OUT OF TIME!

STAIRBLOCKS

THE WARP ZONE

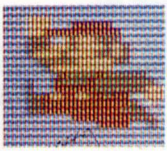
DISCOVER THE WARP ZONE, AND TAKE A SHORTCUT TO OTHER WORLDS.

THE MYSTERY OF MAR

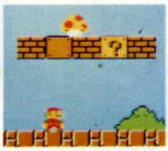
A variety of POWER BOOSTERS can transform MARIO in three ways. SUPER MARIO: MARIO gets big, then if attacked by an enemy, he shrinks back to regular size, and continues the game. FIERY MARIO: MARIO shoots deadly FIREBALLS. INVINCIBLE MARIO: Enemies have no power over him—for a time.

1. THE POWER BOOSTER MUSHROOMS:

The POWER BOOSTER MUSHROOMS are typically hidden in blocks. But sometimes they appear out of thin air. Either way, MARIO has to punch up from below to get them.



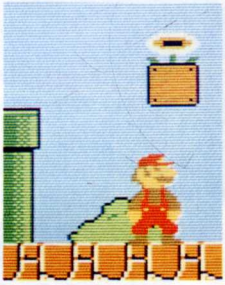
MARIO



POWER BOOSTER MUSHROOM

SUPER MARIO

Only SUPER MARIO can jump high enough to get the FIRE FLOWER which can turn him into a FIERY MARIO who can shoot enemy-blasting FIREBALLS.



FIRE FLOWER

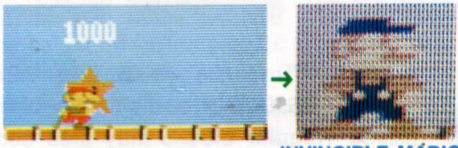
FIERY MARIO

IO'S TRANSFORMATION

2. BECOME INVINCIBLE AND BLOW YOUR ENEMIES AWAY!

To become INVINCIBLE, MARIO has to catch the STARMAN. Enemies are powerless over INVINCBLE MARIO, but only for about 30 seconds. Listen to the music!

STARMAN INVINCIBLE MARIO



INVINCIBLE MARIO

Regular MARIO and SUPER MARIO both can become INVINCIBLE with the help of STARMAN. (But remember, only SUPER MARIO can get FIRE POWER.)

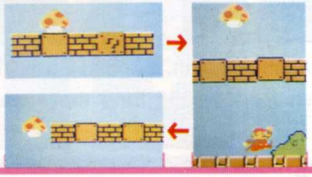
And two can play the game! Mario has a brother named LUIGI—another hero determined to save the Princess.

LUIGI

SUPER LUIGI

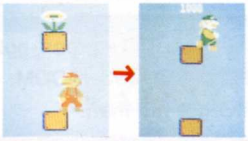
DON'T LET THE POWER BOOSTERS ESCAPE!

When the POWER BOOSTERS first appear, they move right. Run fast to catch them! Sometimes they bump into something, and come back towards you. Other times, you even have to jump for them. Don't miss!

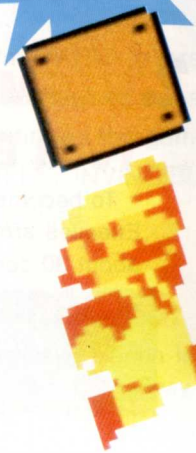


TIPS ON HARD-TO-REACH PLACES

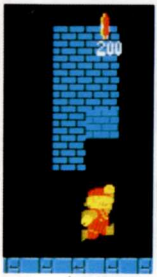
Use the ONE-FOOT-JUMP (see photo) to catch POWER BOOSTERS in hard-to-reach places.

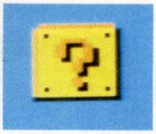


PUNCHING THROUGH BLOCKS



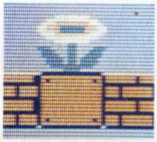
TYPES OF BLOCKS

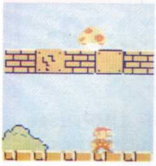




There are breakable blcoks (SUPER and FIERY MARIO only), unbreakable blocks, and blocks containing hidden secrets. Some blocks appear out of thin air when you jump up.

THE ? BLOCKS





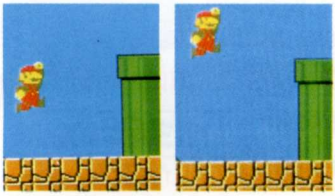
Inside ? blocks you'll find POWER BOOSTERS, COINS, and other special surprises. Regular blocks may also contain POWER BOOSTERS and 10 COINS, therefore, every block is worth a punch, but don't run out of time!

A SPECIAL MUSHROOMS OFFERS NEW LIFE

When you find a green-polka-dot mushroom, catch it! It's a 1-UP EXTRA MAN MUSHROOM. Listen for the little tune that means MARIO got his man.

HOW TO USE THE CONTROLLER

These buttons control MARIO'S speed and the height of his jump. Remember, however, that MARIO can't stop immediately. A small controller error can send him into a bottomless pit.



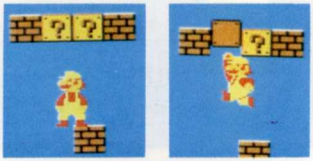
The height of your jump is determined by how long you hold down the "A" button. For long jumps, use the "B" button and accelerate before you jump. Practice gives you "the jump" on the enemy.

To jump over large, use B button and accelerate before you jump.

FIERY MARIO can use the FIREBALL ("B" button) repeatedly to blast away his enemies.

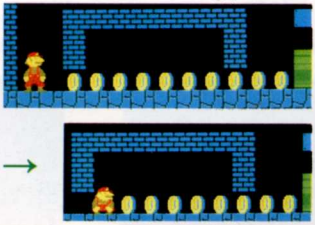
HIGH JUMP FOR OVERHEAD BLOCKS

When your target is positioned like the one in the photo, move until you have one foot in midair and jump up. It's easy!



TIPS FOR HARD-TO-FIT PLACES

If you have problems getting to coins under or on the blocks, try this trick: Run and hold the down side of the + button. This will allow MARIO to slide under the block in a kneeling position.



KNOW YOUR ENEMY

LIST OF ENEMY CHARACTERS (THE TURTLE TRIBE)

The Turtle tribe is made up of seventeen species. The only thing they have in common is their desire to get MARIO! They all have different ways of accomplishing this goal. It's important to know all their attack patterns. Watch out. Some of the Turtle Tribe are indestructible.

LITTLE GOOMBA

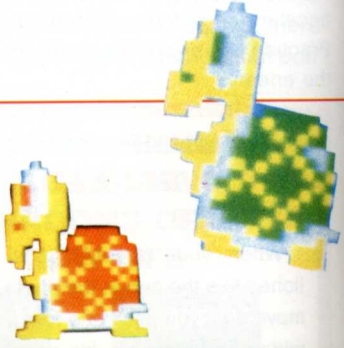
These are the "baddies" that betrayed the Mushroom Kingdom. They go for MARIO in a straight line, and are easily trounced with one attack.

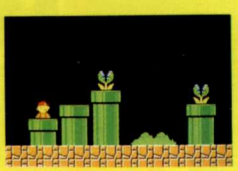
SCORE SHEET: LITTLE GOOMBA

●STOMP	100 POINTS
●FIREBALL	100 POINTS
●PUNCH FROM UNDERNEATH	100 POINTS
●INVINCIBLE	100 POINTS

KOOPA TROOPA

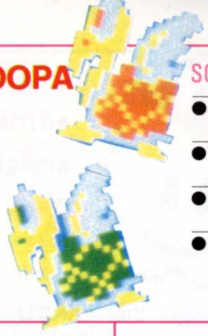
The GREEN TROOPAS always charge MARIO in a straight line. The RED TROOPAS pace back-and-forth within a given area. Timing is everything! A stomp stops them, but not for long.





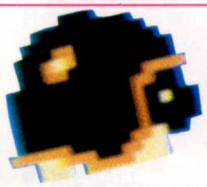
KOOPA PARATROOPA

Watch out for the wily high-flying Turtle Aviator. The green ones are more troublesome than the red ones. They lose their wings when you stomp on them. Then they're just like regular TROOPAS.



SCORE SHEET: KOOPA PATATROOPA

●STOMP	400 POINTS
●WINGLESS STOMP	100 POINTS
●FIREBALL	200 POINTS
●INVINCIBLE	200 POINTS



These turtles are encased in a hard shell. A fireball is useless against then.

BUZZY BEETLE

SCORE SHEET: BUZZY BEETLE

●STOMP	100 POINTS
●PUNCH FROM UNDERNEATH	100 POINTS
●INVINCIBLE	200 POINTS

THE HAMMER BROTHERS

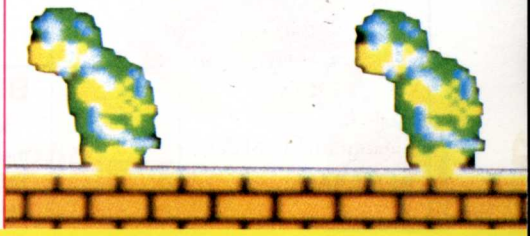
These Twin Turtles are always together, and they are the only enemy equipped with weapons. Watch out! They throw deadly hammers. You'll earn a lot of points by defeating them.

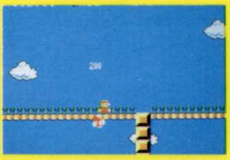
SCORE SHEET: THE HAMMER BROTHERS

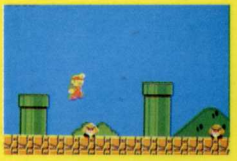
●STOMP	1000 POINTS
●FIREBALL	1000 POINTS
●PUNCH FROM UNDERNEATH	1000 POINTS
●INVINCIBLE	1000 POINTS

SCORE SHEET: KOOPA TROOPA

●STOMP	100 POINTS
●FIREBALL	200 POINTS
●PUNCH FROM UNDERNEATH	100 POINTS
●INVINCIBLE	200 POINTS

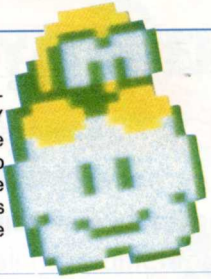






LAKITU

These sky creatures drop SPINY EGGS from the clouds—until you stop them. Once on the ground, the eggs hatch, and cause even more trouble!



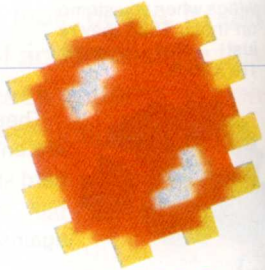
SCORE SHEET: LAKITU

●STOMP	800 POINTS
●FIREBALL	200 POINTS

These are the deadly eggs that LAKITU keeps dropping from the sky. On the ground, they hatch and turn into full-grown SPINY. A FIREBALL is the only thing that stops them.

SCORE SHEET: SPINY EGGS

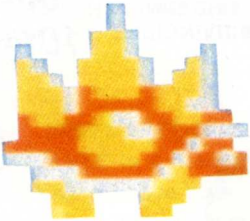
●FIREBALL	200 POINTS



SPINY EGGS

SPINY

SPINY'S are LAKITU'S favorite pets. They're also Turtles, but extra dangerous because of their thorns. You can't stomp on them. You have to use FIRE POWER!



SCORE SHEET: SPINY

●FIREBALL	200 POINTS

PIRANHA FLOWER

These man-eating plants live inside of pipes. They won't come out when MARIO is on top of a pipe. You cannot stomp on them, so avoidance is the best strategy.

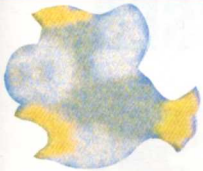
SCORE SHEET: PIRANHA FLOWER

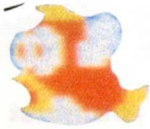
●FIREBALL	200 POINTS
●INVINCIBLE	200 POINTS

BULLET BILL

MARIO can duck or jump over these deadly bullets shot from TURTLE CANNONS. But he has to be quick, and they never seem to give up!

CHEEP-CHEEP



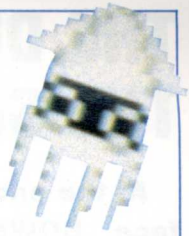


You'll meet these crafty little fellows in the water and on the bridges. You can't stomp them in the water, so your best bet is to go for them on the bridges.

SCORE SHEET: CHEEP-CHEEP

●STOMP	200 POINTS
●FIREBALL	200 POINTS

BLOOPER



These agile underwater dwellers swim with a squiggley motion. Their favorite activity is chasing MARIO. And the only way to stop them is with FIREBALLS.

SCORE SHEET: BLOOPER

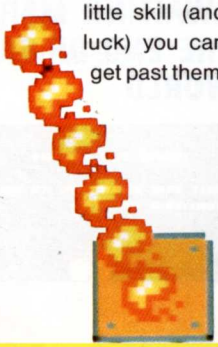
●FIREBALL	200 POINTS

PODOBOO

You'll find PODOBOOs inside the KOOPA's castle at the last level of each world. These red-hot deadly stones fly up to strike MARIO from bottomless inferno lakes. What's worse, they are indestructible. So avoid them at all costs.

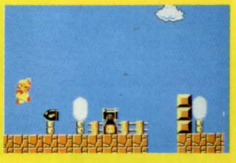
FIRE-BARS

Small fireballs connected in a chainlike fashion are called FIRE-BARS. Like PODOBOOs, they are indestructible. But with a little skill (and luck) you can get past them.



SCORE SHEET: BULLET BILL

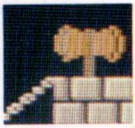
●STOMP	200 POINTS
●INVINCIBLE	200 POINTS



THE DUAL WITH BOWSER, THE SORCERER

At the end of each world, you must face BOWSER, the evil King of Koopas. There are two ways to defeat him.

1. GET THE AX

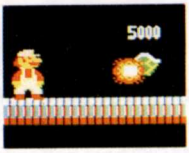


AX

KOOPA

Once you get the ax, the bridge automatically topples and BOWSER falls into the sea of fire below.

2. REPEATING FIREBALLS



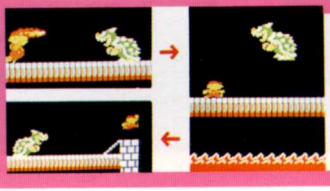
The rick is to shoot BOWSER with five FIREBALLS in a row. But you have to be skillful to dodge his attack while you're trying to blow him away!

AWAITING MARIO AT THE END OF EACH WORLD

Once you defeat BOWSER, you're supposed to find the fair Princess awaiting you. But alas, the Princess is held in another castle much farther away, and only her retainers are in the castle to greet you. The adventure continues!

PRINCESS TOADSTOOL

MUSHROOM RETAINERS



SACRIFICE YOUR POWER AND CLEAR THE AREA

When SUPER MARIO becomes small as a result of enemy attack, he also become invincible for a few seconds. Use these valuable moments to quickly sneak past the unsuspecting BOWSER, and get the AX.

2

DESCRIPTIONS AND MAPS

SUPER MARIO BROS. is a highly complex, sophisticated, and challenging computer game. There are many different characters all with unique attack patterns. There are hidden surprises that give you the advantage, and WARP ZONES that shoot you into other worlds.

To conquer all the worlds, you need to learn many tricks, and achieve a high level of skill. Here to help you are the fascinating secrets and inside tips on how to win.

ATTN. PLEASE READ THE BEFORE READING

Now we're going to take you through the worlds of SUPER MARIO BROS. But before we show you the 32 levels that make up the Mushroom Kingdom, we would like to give you some tips on how to read the maps.

The maps are illustrations that give you an outline of each level. All the non-moving characters such as PIPES, BLOCKS, BACKDROPS, PLANTS, and CLOUDS are shown. The illustrations give you the overall look of each level, and help you get familiar with the obstacles. If you know the obstacles ahead of time, you'll get through each level more quickly.

Next, take a look at the arrows below the illustrations. They indicate where the "bad guys" are and the type of enemy you are up against. This information should help you come up with a successful plan of attack.

FOLLOWING INSTRUCTIONS THE DETAILED MAPS.

Our warnings are not always completely accurate! Depending on the method and manner of your attack, the enemy zone described under the maps may change. Be ready for surprises.

Above and below the illustrations, you will find special comments and notations about hidden characters. It will be very useful to remember where the hidden surprises that give you the advantage are located. Also, the rotational direction of FIRE-BARS and movements of LIFTS are indicated. Use these guides to help you successfully negotiate difficult screens the first couple of times.

We have also provided some handy facts that can be used by beginners as well as by experts to help you improve your skill. Learn these four key points and rescue Princess Toadstool from the evil hands of BOWER.

POWER CHARACTER AND DESCRIPTION

C·····**COIN(1)**

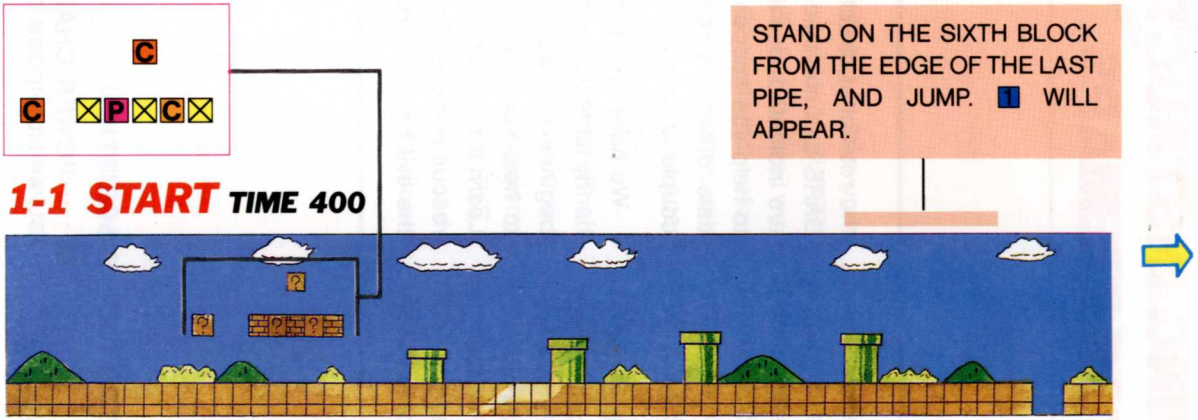
1·····**1-UP MUSHROOM**

S·····**STARMAN**

P·····**POWER CHARACTER (SUPER MUSHROOM OR FIRE FLOWER)**

T·····**TEN-COIN BLOCK**

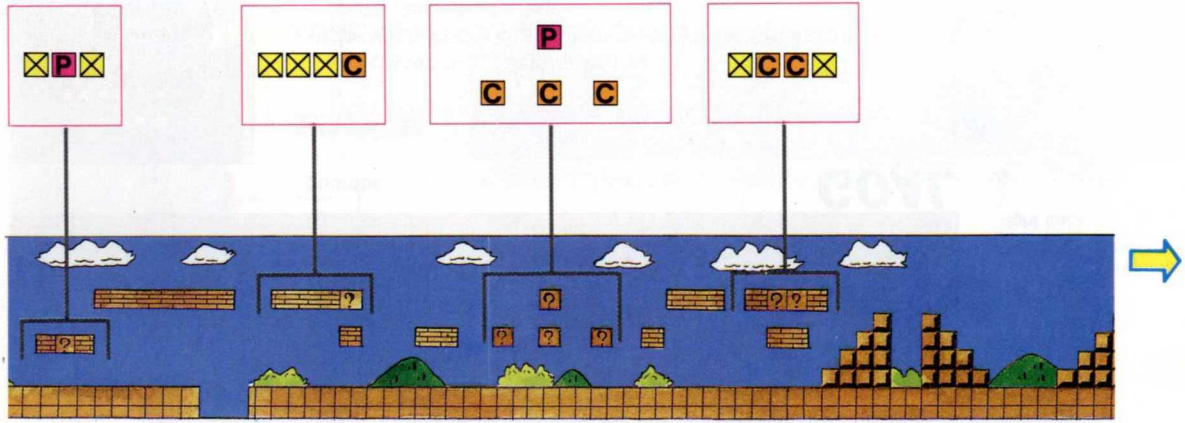
WORLD 1/LEVEL 1



STAND ON THE SIXTH BLOCK FROM THE EDGE OF THE LAST PIPE, AND JUMP. 1 WILL APPEAR.

First, you'll meet LITTLE GOOMBA. Stomp him! But before you jump, be sure there are no blocks overhead.

GO TO P. 22 COIN ROOM

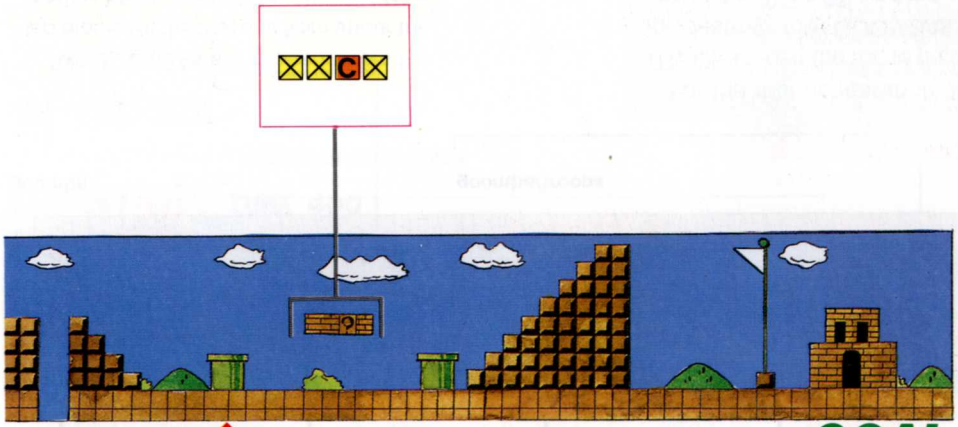


Two GOOMBAs will descend from the top block. Hit the first one from under the regular block, and hit the second from under the ? block. A double whammy!

For the first appearance of the KOOPA TROOPAs, use the same tactics you used to destroy the GOOMBAs. The block under the ? is a T, and the second block of the next block set is an S.

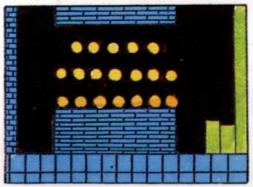
C COIN 1 1-UP S STARMAN P POWER BOOSTERS T TEN-COINS

WORLD 1/LEVEL 1·2



Hint: If the screen looks like this, you're on the right track.

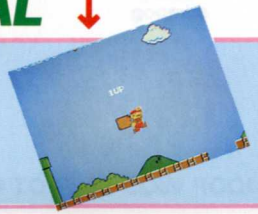
GOAL



FROM P.20

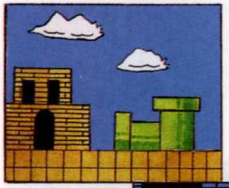
EXTRA LIFE AND A MAGIC COIN ROOM

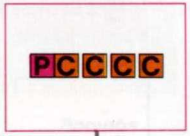
In LEVEL 1·1, you'll find that the 1-UP MUSHROOM and the pipe leading to the COIN ROOM are quite close. Go for both!



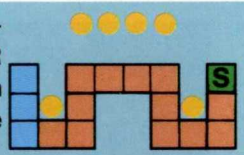
1-2 START

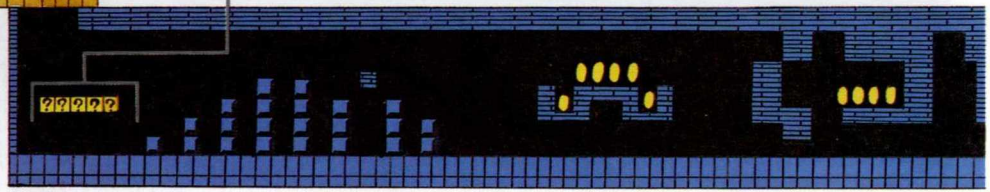
TIME 400





The block on the far right contains an S. Also, if you're SUPPER MARIO, you can punch through the blue blocks, and jump to the top.





goomba

goomba

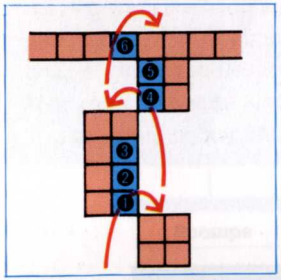
goomba/troopa

Two GOOMBAS will approach you. You can dodge them. But don't stick around near the ?, because the GOOMBAs will come back. Use caution?

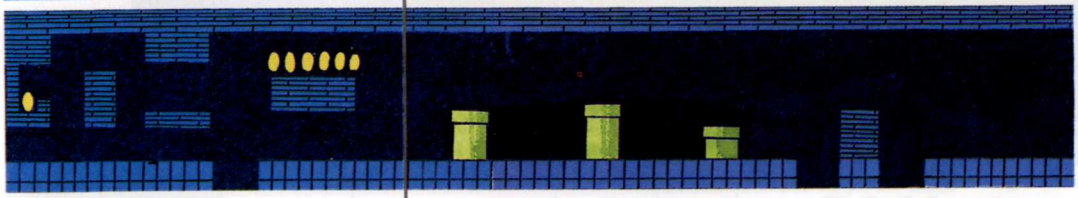
Above you, there's a T block. But watch out below! There's dangerous GOOMBA which you can jump on from the wall to the left.

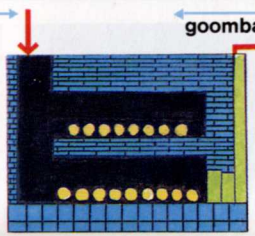
SUPER MARIO can blast through the blue blocks (see next page) in order to jump on top of the ceiling.

C COIN 1 1-UP S STARMAN P POWER BOOSTERS T TEN-COINS



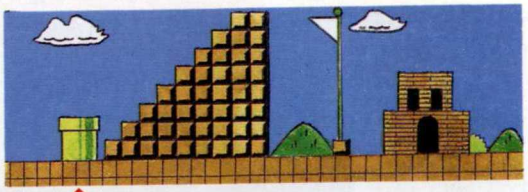
Hop onto the block to the left of the pit, then jump to the block with 6 coins. Get the coins, go to the far right block, and jump as high as you can. A 1-UP MUSHROOM will appear! Immediately punch the block next to the mushroom, and let it fall to the ground. Catch it! If you fail, the only way to get the 1-UP MUSHROOM is to chase it until there is a break in the ceiling. And beware! If you don't watch where you're going, you might wind up as lunch for a Piranha Flower.

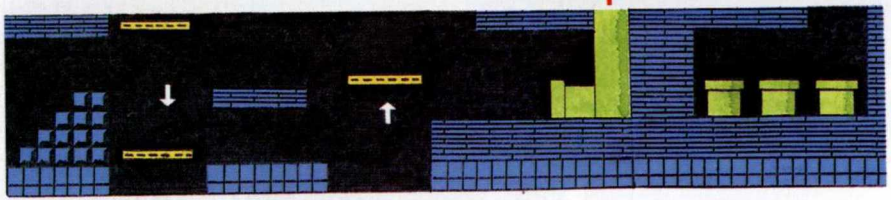




The block next to the coin is a P. And the one next to that contains a 1 in the 2nd lower right position.

You'll find a T located one block left of the exit pipe.





GOAL

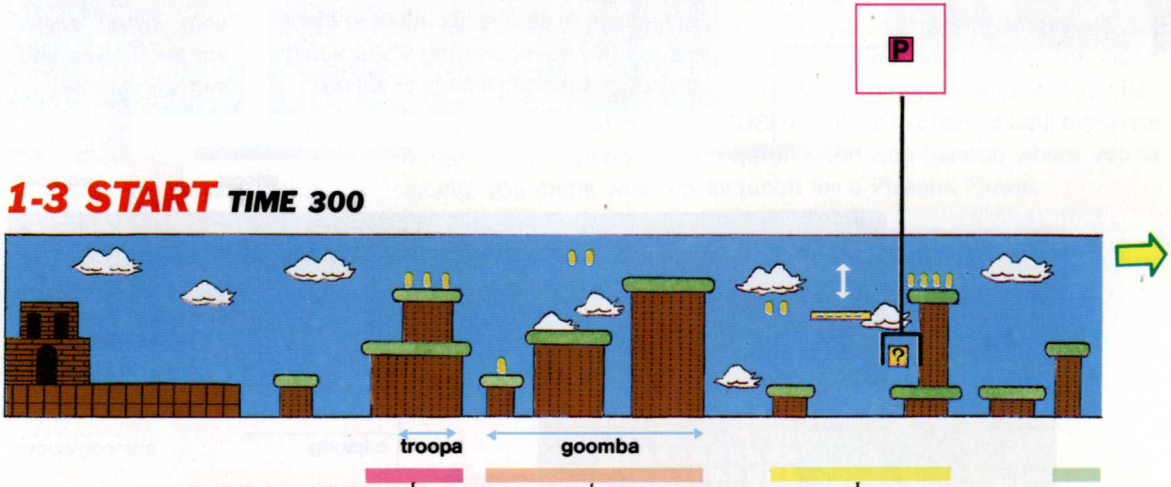
Two GOOMBAs will come down the stairs. Wait. Then stomp them at the perfect moment.

The flat block set contains a P in the block that's farthest to the right. If you jump onto the lift, and go to the ceiling, you'll find the first WARP ZONE which leads to worlds 2, 3, & 4.

The WARP ZONE. Pipes to worlds 2, 3, and 4 from the right.

C COIN 1 1-UP S STARMAN P POWER BOOSTERS T TEN-COINS

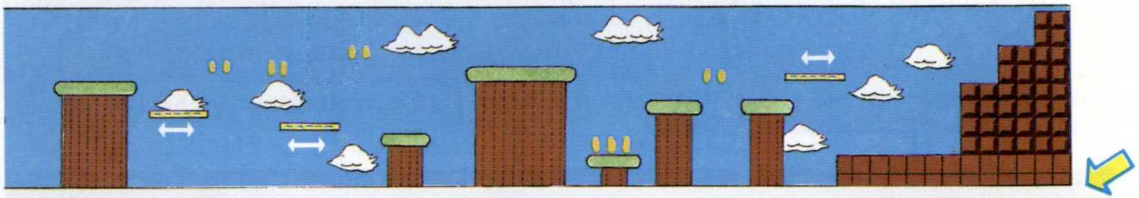
1-3 START TIME 300



The TROOPA in the higher island won't come down, so you can relax.

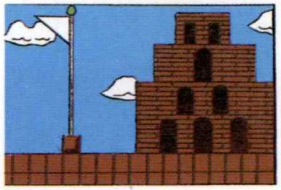
Careful! Unlike the TROOPAs, GOOMBAs will come down to get you!

The safest way to clear this place is to get the coins first, jump down to the lower island, and collect the P.



Meet PARATROOPA, the Flying Turtle. He can fly up and down, so you have to jump over him very carefully.

These lifts move horizontally. Wait until they are close together, and jump! It takes plenty of nerve, plus good timing!



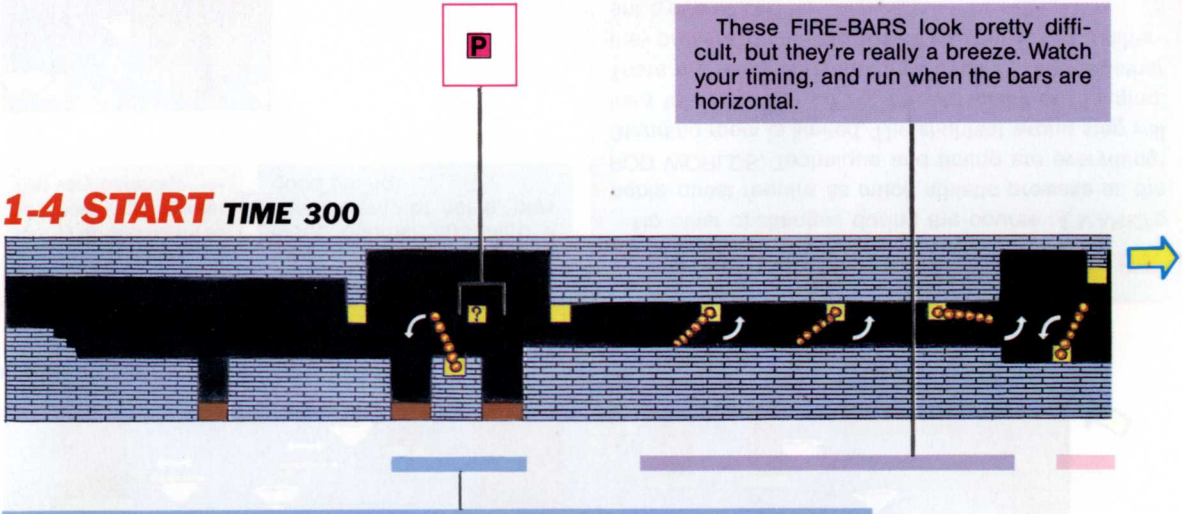
GOAL

LEAP AND JUMP—THE POD WORLDS

No other challenges during the course of MARIO's noble quest require as much athletic prowess as the POD WORLDS. Technique and timing are everything! Standing room is limited. The slightest wrong step will lead to a fall. The LIFTS are especially challenging. There are many different kinds of LIFTS, and together they present formidable obstacles. (See P. 47 for different types of LIFTS.)

On this level, you won't be able to spot your enemy until the last second, so be sure to use the map.

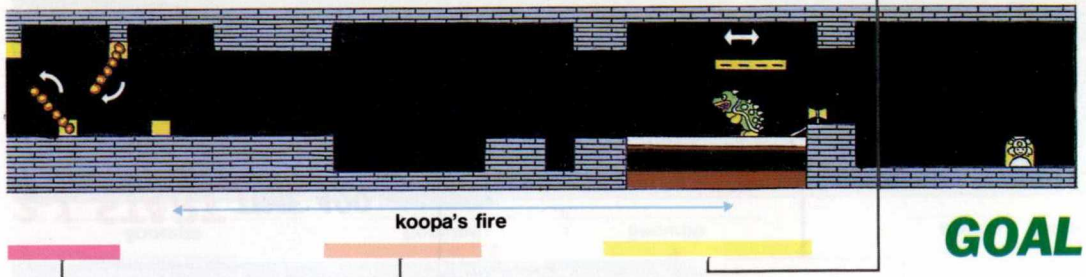
C COIN 1 1-UP S STARMAN P POWER BOOSTERS T TEN-COINS



These FIRE-BARS look pretty difficult, but they're really a breeze. Watch your timing, and run when the bars are horizontal.

This FIRE-BAR rotates! Beginners should jump over it. Experts can go for the P inside the ?. If you're just a regular MARIO, punch the ?, and jump to the right when the POWER BOOSTER comes down. If you're SUPER MARIO, be careful with the bar, and jump on top of the ? block.

There are two ways to defeat the horrible KOOPA with FIERY MARIO. The easiest way is to shoot him with FIREBALLS. The other way is to pass him, get the ax, and cut the bridge down. When you're not FIERY MARIO, you must opt for Plan "B." There are two tactics. One, you can jump over him, or two, duck underneath when he jumps. You'll probably find that jumping over him is the better strategy.

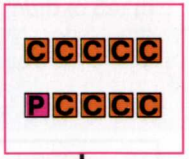


Here, your best bet is to jump over the bars just as they become vertical.

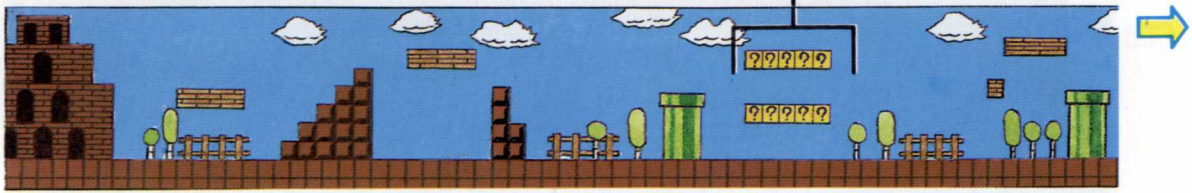
There are 6 hidden blocks, each with a gold coin. Punch the third block, and collect a C. Hop on top of this block, and do a ONE-FOOT jump to get to the next. Repeat this two more times, and collect 6 coins.

C COIN 1 1-UP S STARMAN P POWER BOOSTERS T TEN-COINS

Watch out for the two TROOPAs under the three-block set. They will bounce back-and-forth between the walls when you kick them. Go under the block that's farthest to the left, and move left yet another block. Jump to find a C. Then jump on top of that, and jump to score a 1.



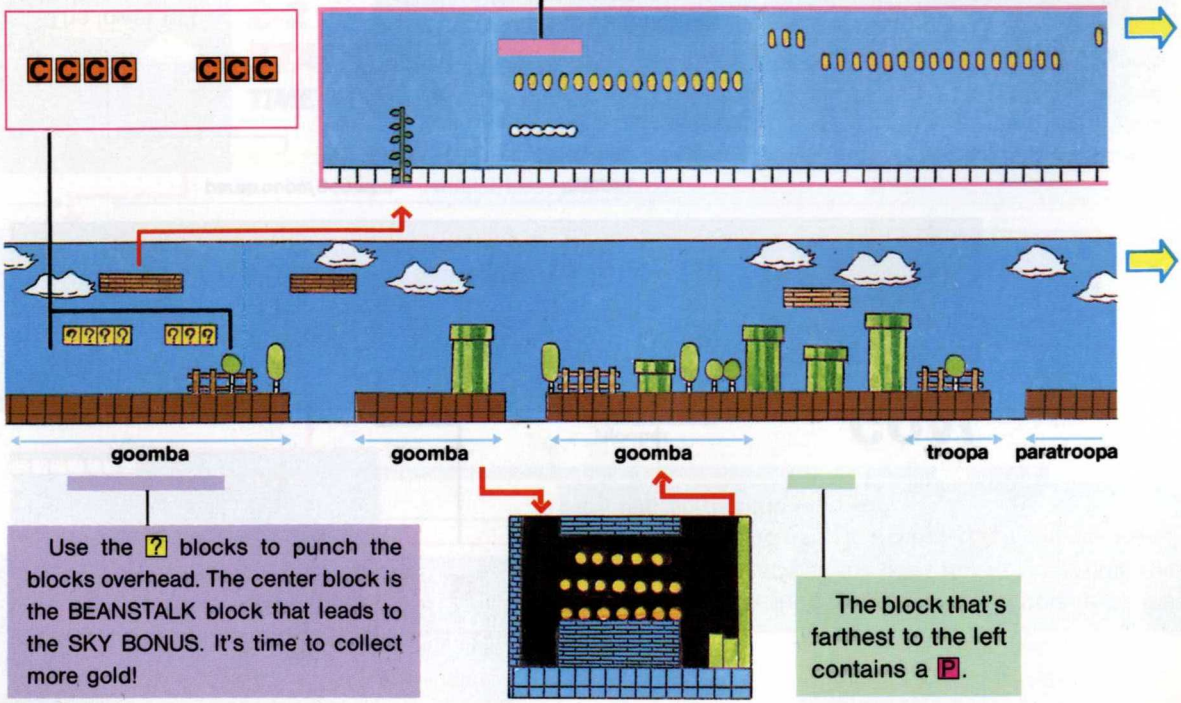
2-1 START TIME 400



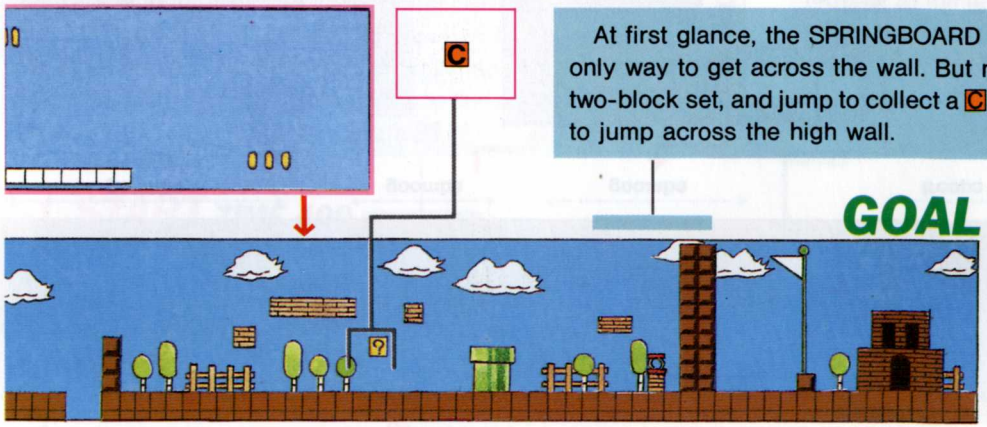
A bunch of normal blocks, but the center block is really a P.

Hop on top of the flat cloud platform, and jump forward to collect the coins. If you accidently fall off, accelerate to pass the cloud, and jump on from the right.

Get on the lower block, and do a ONE-FOOT jump to the right, and you'll find an S.



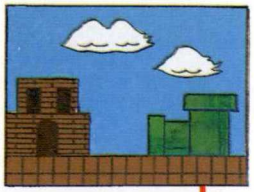
C COIN 1 1-UP S STARMAN P POWER BOOSTERS T TEN-COINS



At first glance, the SPRINGBOARD seems to be the only way to get across the wall. But no! Hop onto the two-block set, and jump to collect a C. Then use the C to jump across the high wall.

The lower left block is a T

The block to the right of the ? block is a P, but it's a challenging feat to get it unless you're small. The only way to score this P is to start accelerating under the five-block set, and jump using the ? to slide under the target.

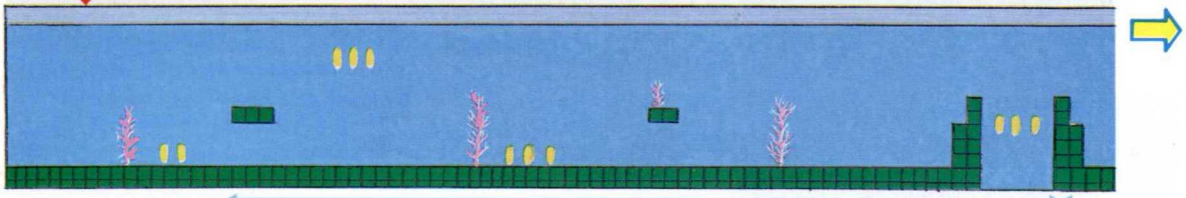


2-2 START

TIME 400

YOU FIRST UNDERWATER ADVENTURE

The pipe at the starting scene leads to the UNDERWATER level. You'll meet new (and fishy) enemies like CHEEP-CHEEP and BLOOPER. Since this is your first underwater experience, you may find it difficult to control MARIO's swimming. Coral and drains present special challenges and thrills! Keep swimming!



blooper

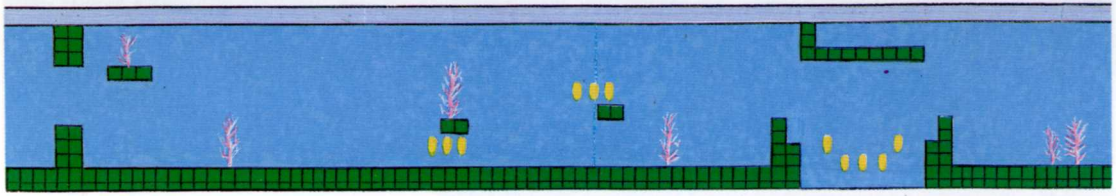
BLOOPERS cannot reach the ocean floor. So if you're small, you're quite safe. Even if you're SUPER MARIO, you can use the "down" button to kneel, and duck the enemy.

A hole in the ocean floor indicates a drain. Watch out. It can suck you down to the abysmal depths. Swim with all your might!

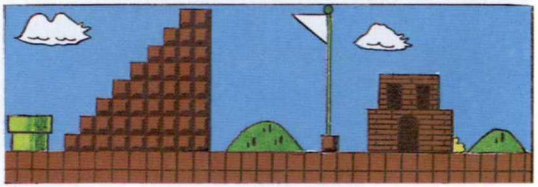
C COIN **1 1-UP** **S STARMAN** **P POWER BOOSTERS** **T TEN-COINS**

TRY FOR COINS, BEWARE OF DRAINS!

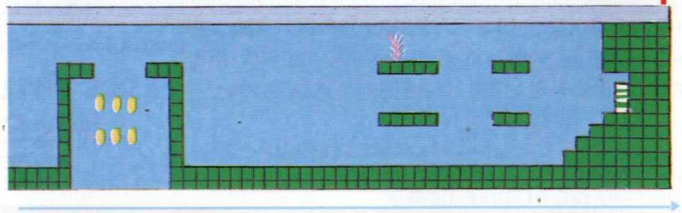
Coin-collecting is part of the fun. But in the underwater world, it can be even more challenging. Coins are often located near the dangerous drains, and MARIO is especially hard to control. The best strategy is to get sucked down half way in order to reach the coins. Then push the "A" button repeatedly to swim out.



Be very careful of the blocks overhead. If you accidently punch them, you might be bounced down into the drain.



GOAL



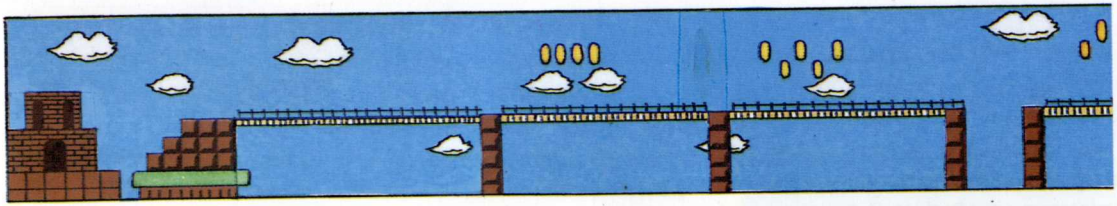
cheep-cheep

Be especially careful of drains which are partly covered at the top. If you sense danger, scram!

MARIO TREMBLES

The map on page 34 shows a drain with L-shaped blocks on top. Go inside these blocks, and you'll see that MARIO trembles from the force of the rushing water as if he fears his enemies. Try it out when you have plenty of time.

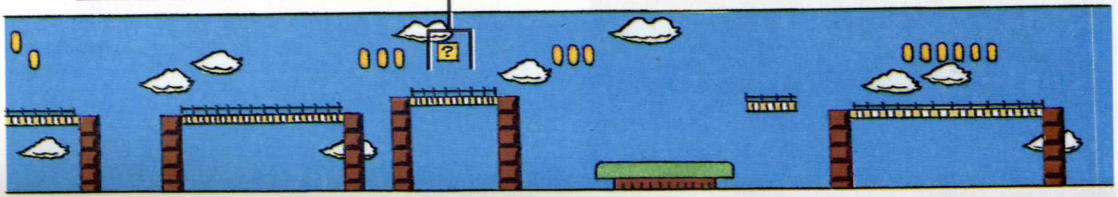
C COIN 1 1-UP S STARMAN P POWER BOOSTERS T TEN-COINS

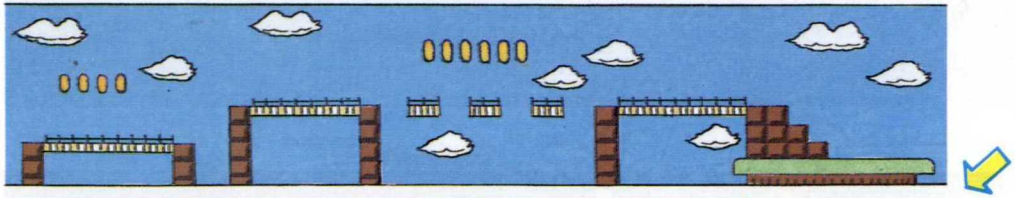


flying cheep-cheep

2-3
START
TIME 300

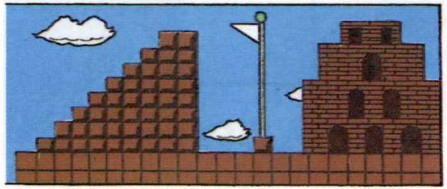
The FLYING CHEEP-CHEEP is a wily and deadly opponent. If you are FIERY MARIO, use the FIREBALLS to shoot the enemy out of the air. But be careful not to get "bumped off" yourself. The FLYING CHEEP-CHEEP attacks from under the bridge. Watch your timing! If you leap at the wrong moment, it could be your last.





flying cheep-cheep

These bridge sections are very short. The best way to clear them is to cross the sections one at a time. Jump to get the coins, stop, and then jump to the next section. Once you get the hang of it, you'll be able to cross quickly.



GOAL

C COIN 1 1-UP S STARMAN P POWER BOOSTERS T TEN-COINS

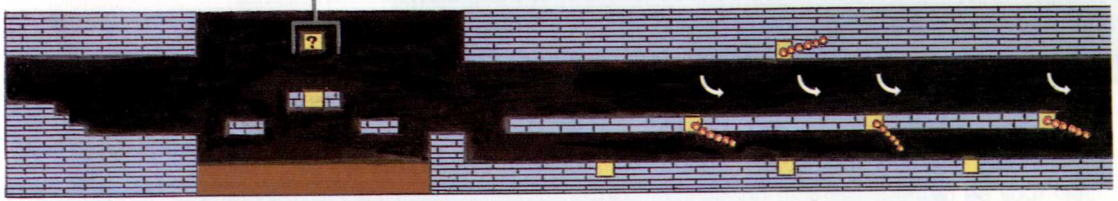
PODOBOO, THE BUBBLING ENEMY

Your initial encounter with the fiery PODOBOOs will be near the first two-block set. PODOBOOs are quick. And they fly high to get their victims. They are also roughly the same in size as regular MARIO—small but nasty.

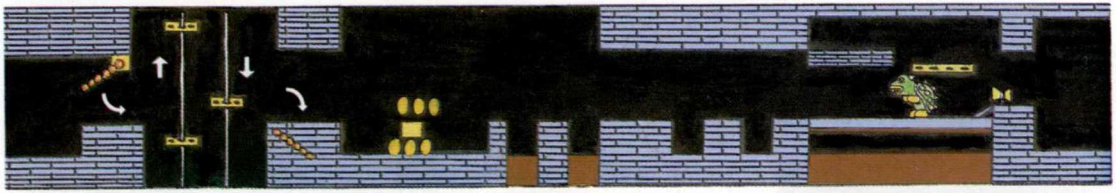
P

2-4 START

TIME 300



Watch for the the PODOBOOs when you jump onto these blocks above the pit. The ? contains a P, but it's tricky to get. Jump from the far right block in the center block set.



koopa's fire

Here are a few pointers to help you successfully negotiate the LIFTS. Before you jump, get to the edge. If you're not right at the edge, you'll bump your head on the roof, and fall into the bottomless pit. You also have to be very quick to avoid the FIRE-BARS.

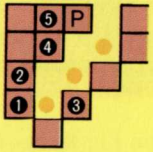
Once on the LIFTS, you can relax because you can't get bumped off. But don't forget that the evil KOOPA's fire comes all the way out here.

GOAL

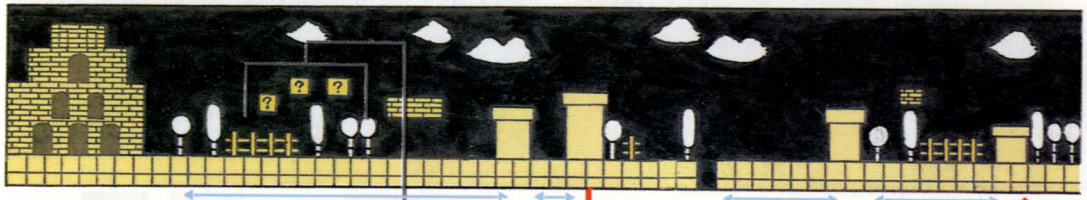
Skillfully dodge the flames, and collect the coins. To get coins below the blocks, run and push the "down" button. MARIO will slide under the blocks in a kneeling position.

C COIN 1 1-UP S STARMAN P POWER BOOSTERS T TEN-COINS

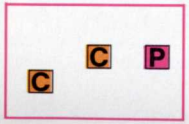
Punch the blocks in sequence as shown in the diagram, and collect all the coins in the room! If you miss the sequence, however, you will not be able to collect the P with the ONE-FOOT JUMP. The task is easier if you are SUPER MARIO.

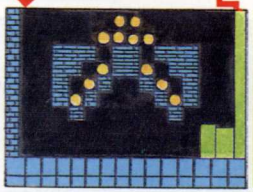


3-1 START TIME 400

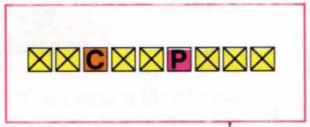


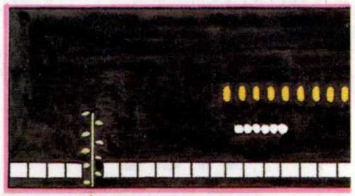
The pipe on the right is the entrance to the magic coin room. You can enter the coin room by jumping on top of the pipe and pushing the "down" button.

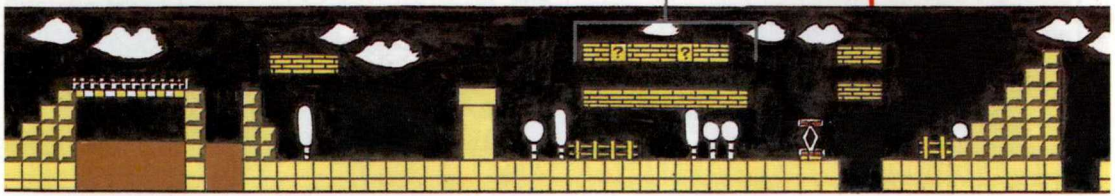




There is a 1 hidden above the right end of the bridge, but sometimes this hidden character will not appear if you have lost your power and become regular MARIO before you get there.







goomba | goomba/troopa | hammer bros. | goomba

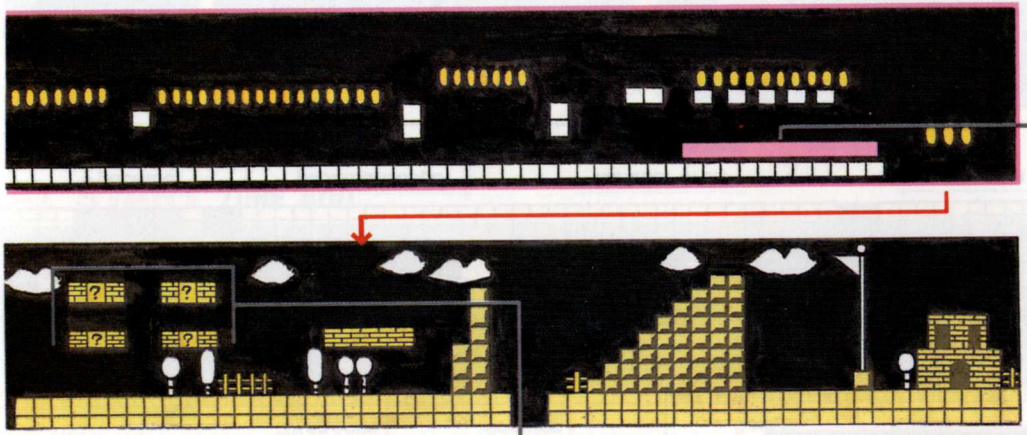
The block that's farthest to the left contains an S.

Now is the time to wage battle with the HAMMER BROTHERS. If you proceed carefully, avoiding the flying hammers, you should be able to get past them.

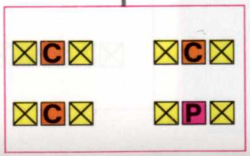
The JUMPER can be used to get to the blocks above the pit, but there is a better way. Use the "B" button to accelerate, and jump in between the two sets of blocks. Punch the right block and find the beanstalk that leads to the SKY BONUS. Once the beanstalk is out, you can jump down to the left, and use the JUMPER to get to the beanstalk.

C COIN 1 1-UP S STARMAN P POWER BOOSTERS T TEN-COINS

WORLD 3/LEVEL 1·2



The block second from the left contains a T. Be sure to cash in on it!

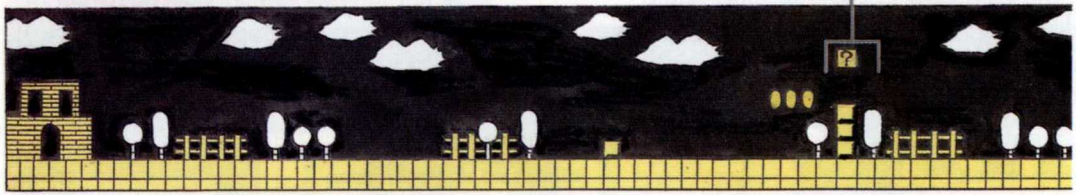


Once on the small clouds, the best way to get all the coins is to use the "B" button. If you accelerate, you won't fall through.

KICK, RUN, ACCELERATE FOR EXTRA LIFE

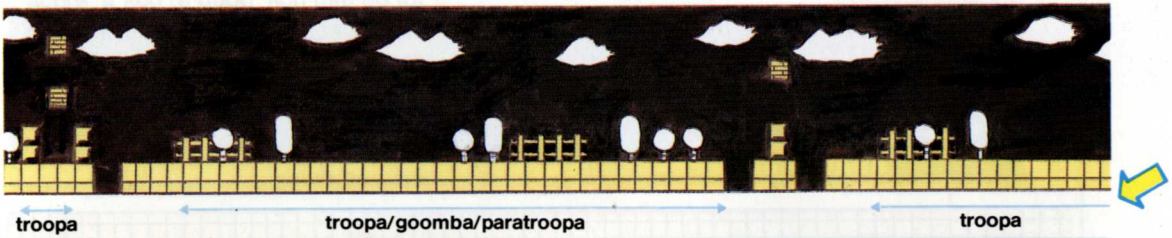
At this level, after you've stomped on the turtles, kick them and then chase them. With skill, you can destroy a lot of enemies, and you might even pick up an extra life!

3-2 START TIME 300



You must deal with a lot of TROOPAs and GOOMBAs here. The "Kick and Run" strategy is the best way to score. If you're good, you can go for the extra life bonus.

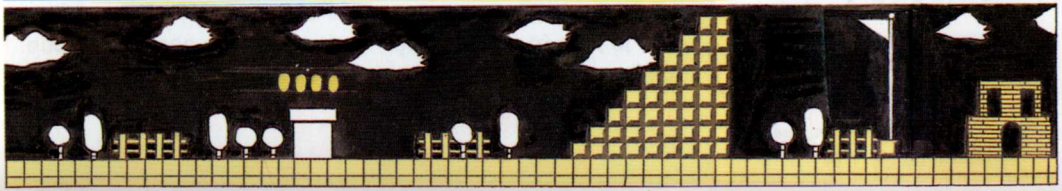
C COIN 1 1-UP S STARMAN P POWER BOOSTERS T TEN-COINS



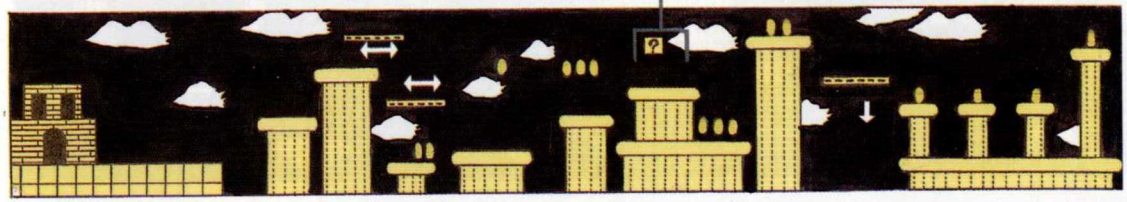
There is an S in the top block and a T in the lower block. Since the TROOPAs on the ground are dangerous, it's better to get STARMAN before you get the T.

Here, the enemies appear in great numbers. But it's a great place to score a lot of points. Again, the "Kick and Run" strategy is your best bet.

GOAL



3-3 START TIME 300



Watch out. Don't jump down to the lower island, because you can't get back up. Stay on the upper islands, and collect all the coins you can!

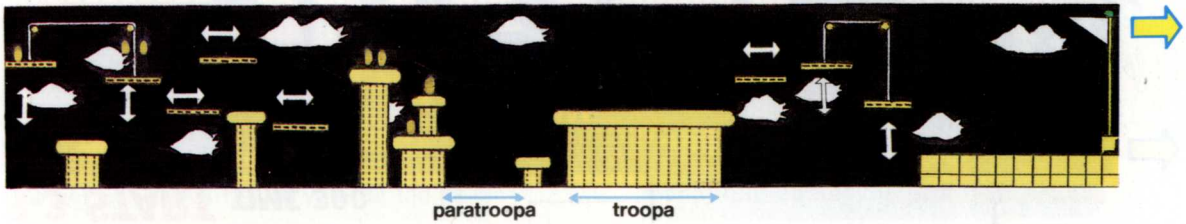
Wait for the GOOMBAs to jump down to the lower island, and stomp on them!

This Power Booster is heavily guarded by the TROOPAs. Take your time, and try to power up without getting caught.

MARIO's weight will make this lift sink. Jump to the island to the right as fast as you can, or you'll go down with the lift.

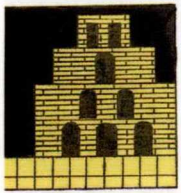
C COIN 1 1-UP S STARMAN P POWER BOOSTERS T TEN-COINS

The infamous BALANCE LIFTS Located just before the end makes it hard to jump to the top of the pole, but there is a way! Stay on the left lift until the lift on the right rises. Use the "B" button to accelerate. Jump to the right lift, and then on to the top of the flag pole!



Use maximum precision to clear the horizontal lifts. First, use one of the balance lifts to get to the lower horizontal lift and then hop to the small island. Once on the island, you can accelerate, and jump to the treasure island with the coins.

Defeat the flying PARATROOPAs before you attempt to cross to the right.



GOAL

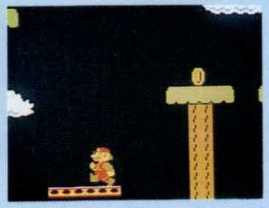
LIFTS, LIFTS, AND MORE LIFTS

LIFTS are found throughout the MUSHROOM KINGDOM, but they are most common in the POD WORLDS. There are many different types of lifts: 1) ***Horizontal*** which move left and right; 2) ***Vertical*** which go up and down; 3) ***Elevator*** which continually move up or down; and 4) ***Balance*** which work like a seesaw—MARIO jumps on one end and it goes down while the other end goes up. But beware. Some lifts just drop down when MARIO lands, so be prepared to move fast. The map clearly indicates the various lift types and movements.

Vertical Lift moves up.

Horizontal Lift moves left and right.

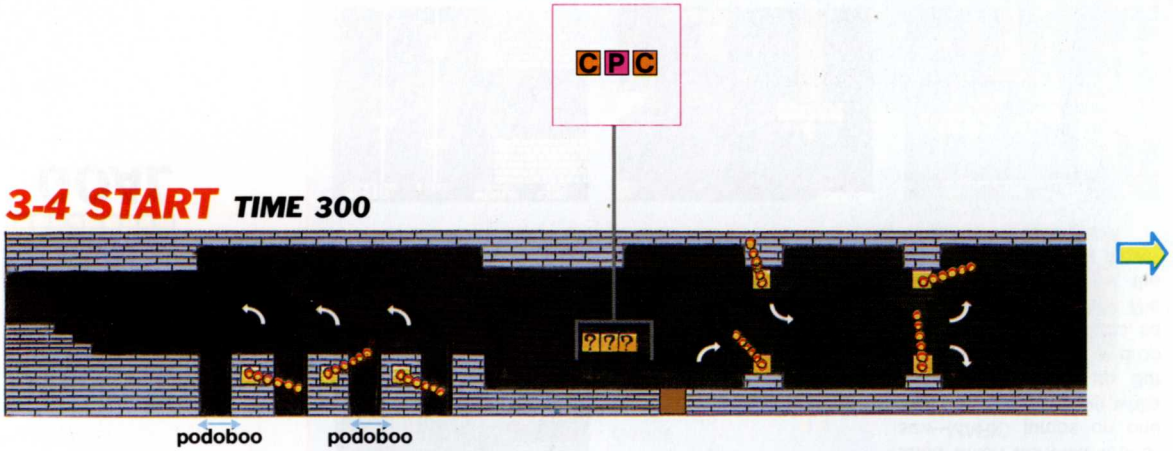
Elevator Lift combination goes up or down.



Vertical Lift moves up and down (easy to handle).

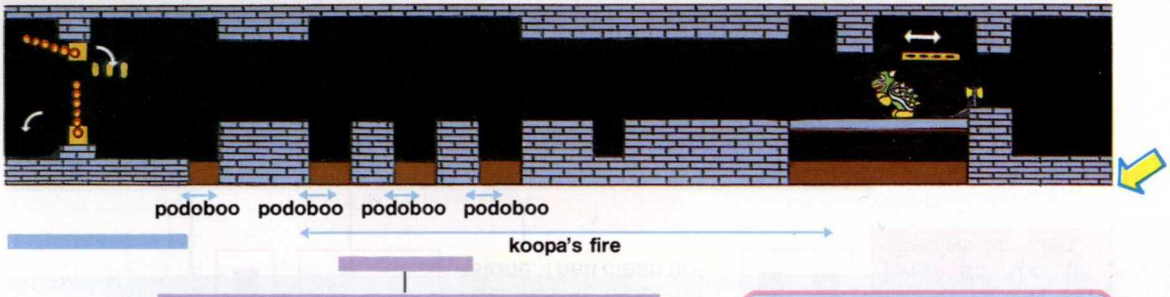
The infamous Balance Lift seesaws.

C COIN **1** 1-UP **S** STARMAN **P** POWER BOOSTERS **T** TEN-COINS



PODOBOO are shooting out of these multiple pits, so clear them with utmost caution. Time your jumps carefully, and cross the area when the FIRE-BARS are pointing down.

These four FIRE-BARS are rotating in different directions. Needless to say, they are deadly! Stay to the left, and watch for a while to learn movement patterns. Then jump with care.



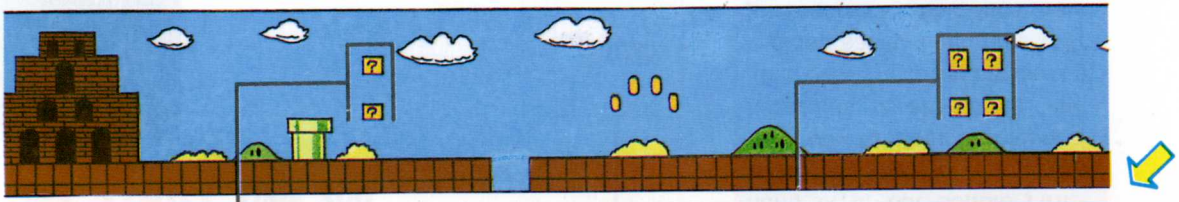
The pits are close together, and you'll be constantly bombarded with KOOPA's FIRE. If things get too hot, seek refuge in the low spot to the right.

GOAL

DOUBLE FIRE-BARS? JUMP!

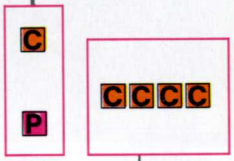
Single FIRE-BARS are easy to handle once you get the hang of it, but double FIRE-BARS are another story. The only way to clear this kind of hazard is to accelerate, and jump over. The lower bar can be avoided easily if you time your jump correctly, so concentrate on the higher bar.

C COIN 1 1-UP S STARMAN P POWER BOOSTERS T TEN-COINS



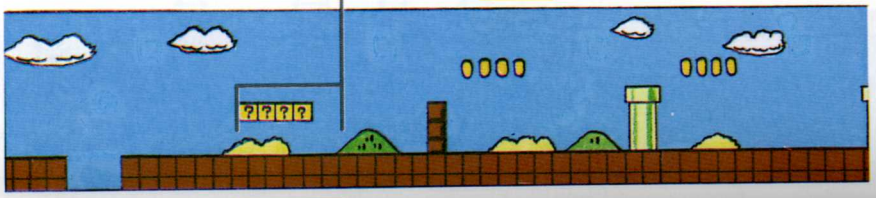
lakitu (spiny eggs → spiny)

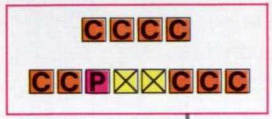
4-1
START
TIME 400



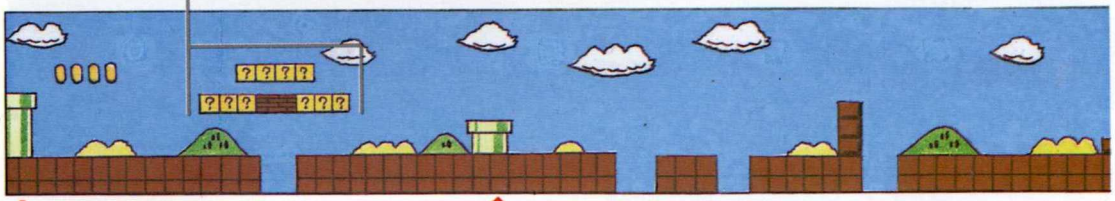
You can't reach the coins from the ground, so use the wall as a stepping stone. Then clean up!

Get on top of the highest ? block, and wait for the wily LAKITU. You'll make him drop to the ground if you jump on top of him—an effective ambush.

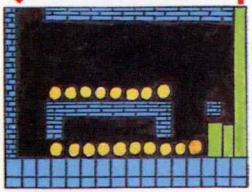




Collect all the coins, then quickly get back to the top. Stand on top of the third block, and jump to collect the hidden 1-UP MUSHROOM.

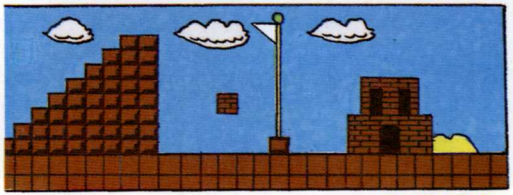


Iakitu (spiny eggs → spiny)



The block right above the exit pipe is a P, but it's difficult to fit under it if you are SUPER MARIO.

C COIN 1 1-UP S STARMAN P POWER BOOSTERS T TEN-COINS

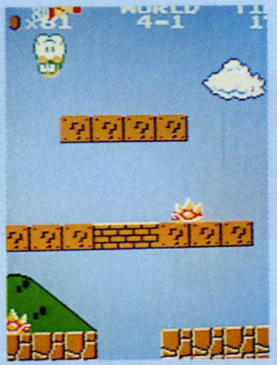


The mid-air block below the stairs is a T, so first go down and collect all ten coins. Then jump up to the top of the same block, go back to the top of the stairs, and make your "victory" leap to the flapole.

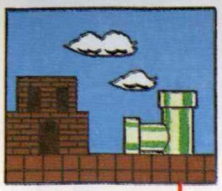
MEET LAKITU, THE FLYING MENACE

This troublesome creature from the sky will pop up and try to stop MARIO's noble quest. The EGG→SPINY combination is the most challenging and dangerous enemy on this level. Why are these guys so bad? They never quit!

Oh no! Here come the SPINY EGGS!

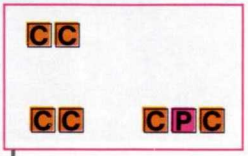


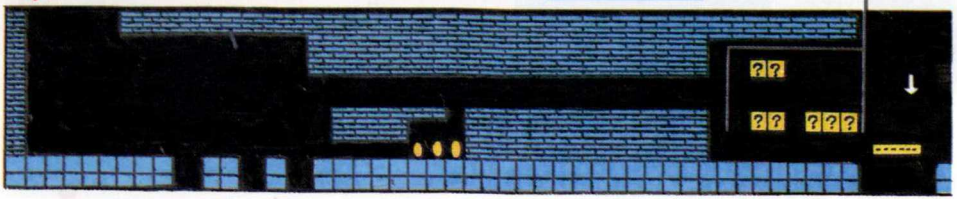
Kick them from the top. This is LAKITU's only Achilles' heal.



4-2 START
TIME 400

It's difficult to deal with the GOOMBAs when the ceiling is low. But if you are SUPER MARIO, you can blast through the overhead blocks and gain valuable headroom.

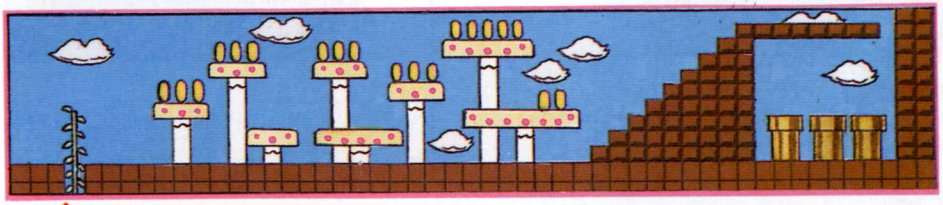




Get the coins, and blast the block that's farthest to the right overhead to collect the P.

There is a T hidden inside the low ceiling. It's the 5th block from the right, second one up. Cash in!

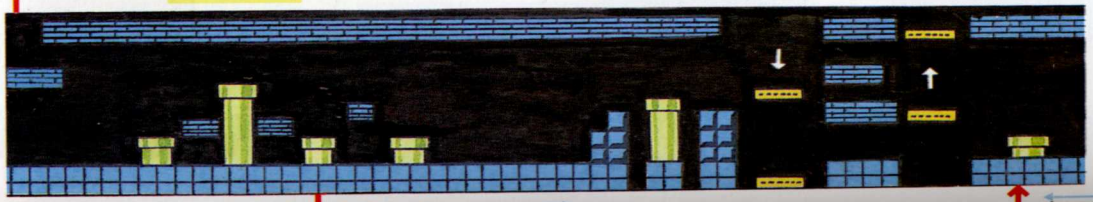
C COIN 1 1-UP S STARMAN P POWER BOOSTERS T TEN-COINS

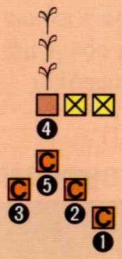


There is a T hidden to the left of the pipe and an S to the right of the pipe. Beware of the TROOPAs and BUZZYs lurking below.

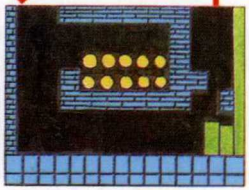
This WARP ZONE is preceded by a POD WORLD full of coins.

This WARP ZONE leads to WORLDS 6, 7, and 8.



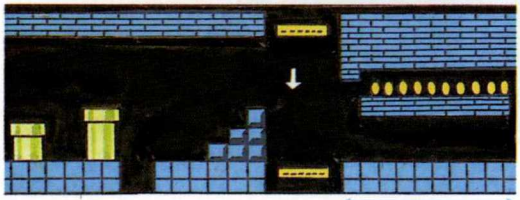


The area under this block set is full of hidden characters—including a secret bypass beanstalk! Punch the blocks in the proper order (collecting 4 hidden coins in the process), and you'll discover the magic beanstalk block. Punch it, and take a shortcut to new worlds! But be careful. If you don't follow a specific order, you won't get the beanstalk.



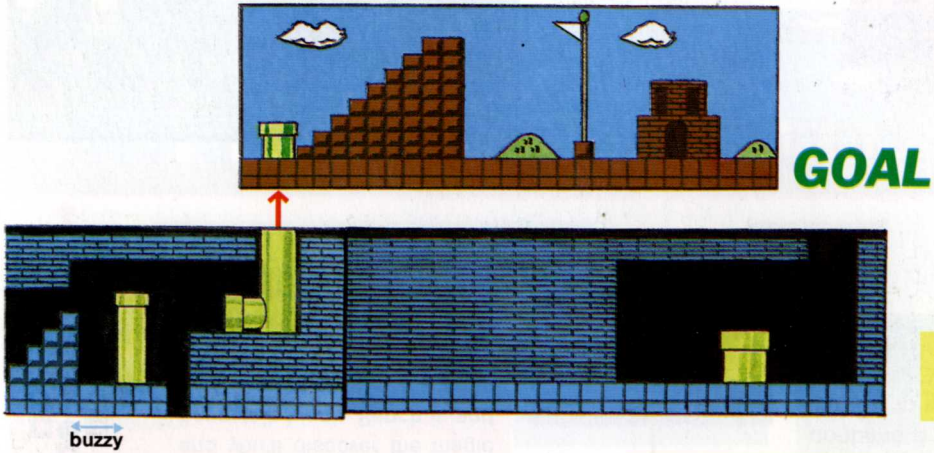
This COIN ROOM is identical to the one in WORLD 5-1. Refer to page 64.

By pressing the "Right" button while you jump to the right lift from the left lift, you can land on the lower block even if you hit the blocks above you. The center block of the second block set contains a P. You can also use the lifts to go above the ceiling to a WARP ZONE leading to WORLD 5.



Find a P in the block that's farthest to the left under the row of coins.

C COIN 1 1-UP S STARMAN P POWER BOOSTERS T TEN-COINS



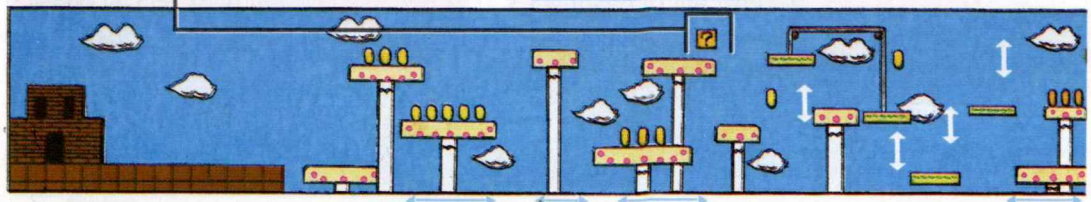
WARP ZONE leading to WORLD 5

To reach the top of the pipe, use the stairs to the left. If you fall to the left of the pipe, the BUZZY will almost surely get you. When you go to the right from the top of the pipe, be sure not to bump your head on the ceiling because you'll fall into the bottomless pit! It's better to jump down to the right first, and jump across. If you are SUPER MARIO, you can also go to the WARP ZONE by punching through the ceiling.

4-3
START
TIME 300

P

These PARATROOPAs fly up and down. Since they don't chase you, you can easily avoid them. If you're an advanced player, however, you can even stomp them as you jump. Be careful not to lose your balance trying to get the P on the right. You don't want to fall off!



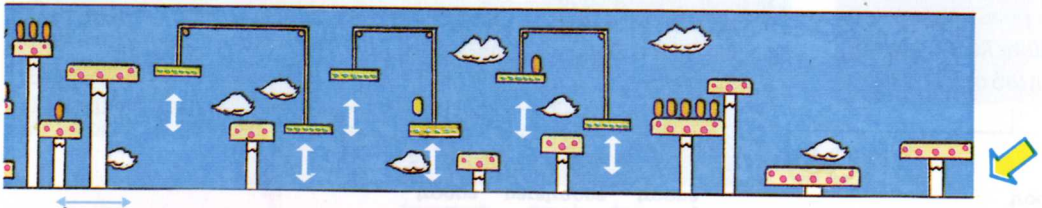
You have double trouble here: 2 nasty TROOPAs pacing back and forth. You have to carefully kick them out of your way and right off the 'SHROOM. Of course, FIERY MARIO can blast them with FIREBALLS.

Use the "accelerate-jump" combination to get to this SUPER 'SHROOM.

If you try to get the coin under the lift just by jumping, you will bump your head and fall. Hop on the lift, then get the coin.

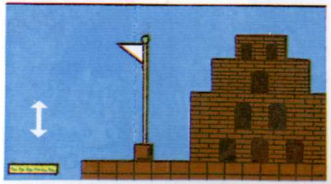
C COIN 1 1-UP S STARMAN P POWER BOOSTERS T TEN-COINS

WORLD 4/LEVEL 3·4



Study the movements of these balance lifts before you cross. The best strategy is to get on the left side, and wait until the right side becomes the same height. Then jump.

Stay on the lift until it reaches the top and use the "B" button to accelerate, then leap to the flagpole.



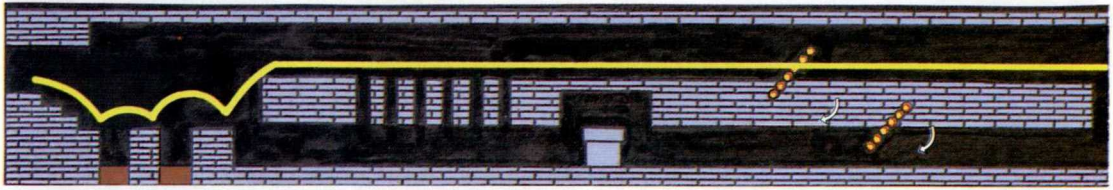
GOAL

SCORE HIGH ON THE BALANCE LIFTS

Stay on the balance lift until the rope breaks, and score a whopping 1000 points!

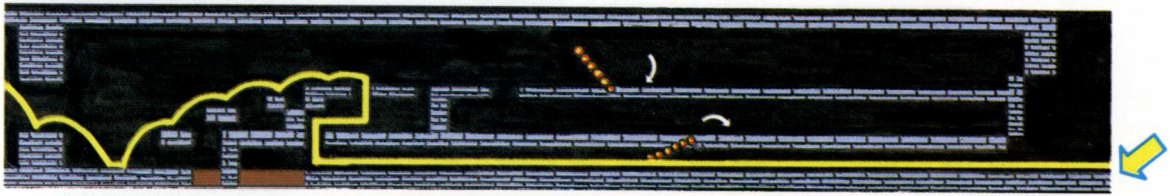
Use the "B" button to run over the small pit holes. If you fall into one of these holes, you will end up in the trap section, and you won't be able to escape.

4-4
START
TIME 400



There are two routes. The lower hall is a trap. You'll be stuck there with no hope of escape. Use the top route, and follow the yellow line all the way to safety.

C COIN 1 1-UP S STARMAN P POWER BOOSTERS T TEN-COINS



If you don't follow the yellow line, you will be trapped forever.

Be careful here not to get hit by the evil KOOPA's fire. You can rest for a while in the low spot to plan your next move.

koopa's fire

GOAL

POINTS DEPEND ON HOW YOU KILL THE ENEMY

I. MULITIPLE KILLS

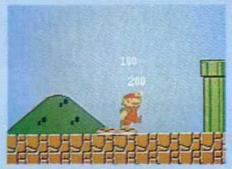
When enemies approach you in great numbers, get them in a row to score high points. Points will double (100, 200, 400) for each enemy you get. GOOMBAs are the best foes on which to test this technique.

II. DOUBLE KILLS

When you stomp on two enemies at a time, your score increases accordingly (100 + 400).

III. KICK AND RUN

When you use the stomped turtle to defeat the other enemies, your score will increase with each additional kill (500, 800, 1000, 2000, 4000, 5000, 8000, 1-UP). If you do this enough times, you'll get an extra life!



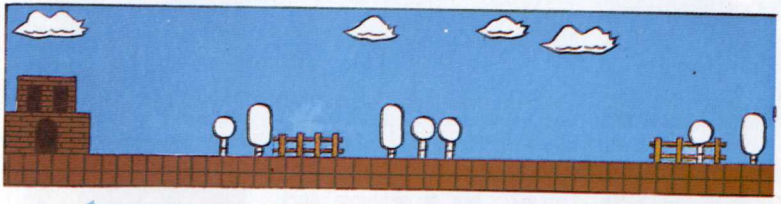
IV. OTHER SECRET TACTICS

There is a tactic called "WAIT AND RE-STOMP" where you can wait for the turtle to revive after you stomp it, and then stomp it again for a high score. This "DOUBLE STOMP" tactic will change the 100 + 400 score into a 100 + 500 score.

Other variations of this tactic can also increase your score. One example is the "TRIPLE KILL AND KICK." This high-level tactic will give you 100 + 200 + 400 + 1000 points. Depending on your skill, you can combine your attacks to increase your score. If you're going to do it, do it in style!

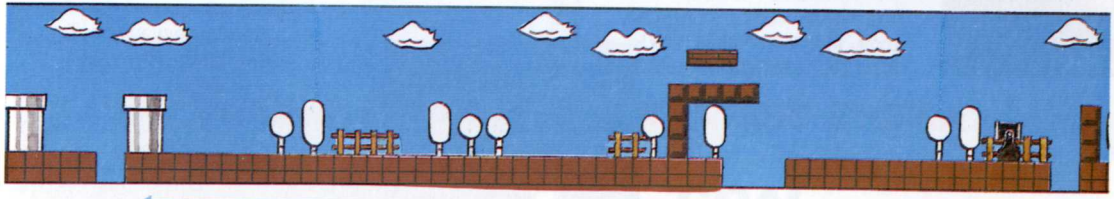
C COIN **1 1-UP** **S STARMAN** **P POWER BOOSTERS** **T TEN-COINS**

5-1 START
TIME 300



troopa/goomba

These flatlands are great for the "KICK AND RUN" attack. Go for the extra life!

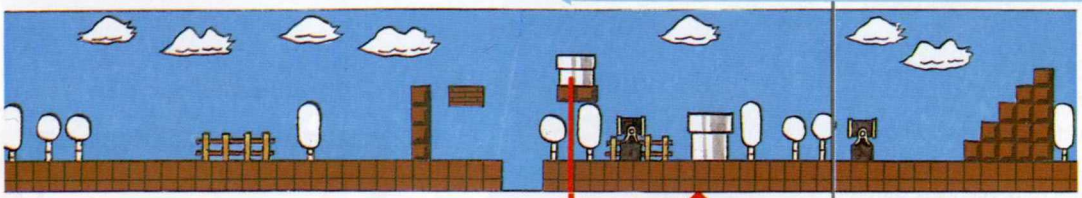


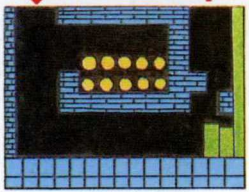
paratroopa/goomba

bullet bill/goomba

There's an S in the block at the center of the 3 mid-air blocks.

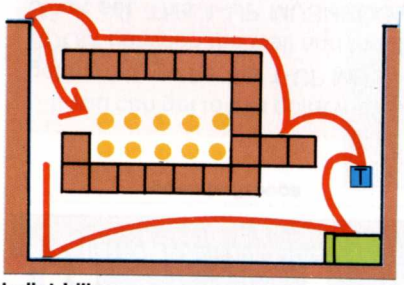
Follow the diagram to collect all of the coins in this room. If you punch the wrong block, you won't be able to collect them all. Also, don't forget the T block just above the exit pipe.

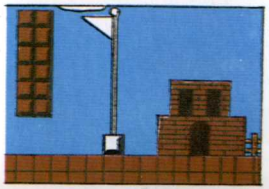




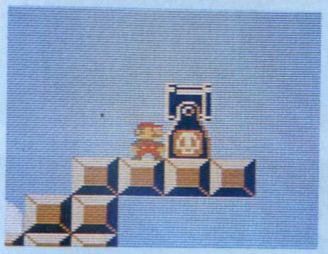
If you can get to this point without getting hit, go for the 1-UP MUSHROOM between the wall and the 2-block set. This 1-UP MUSHROOM usually doesn't show up if you were hit before in this area.

C COIN 1 1-UP S STARMAN P POWER BOOSTERS T TEN-COINS





PIRANHA PLANTS AND BULLET BILL ARE SIMILAR


BULLET BILL is harmless up close!

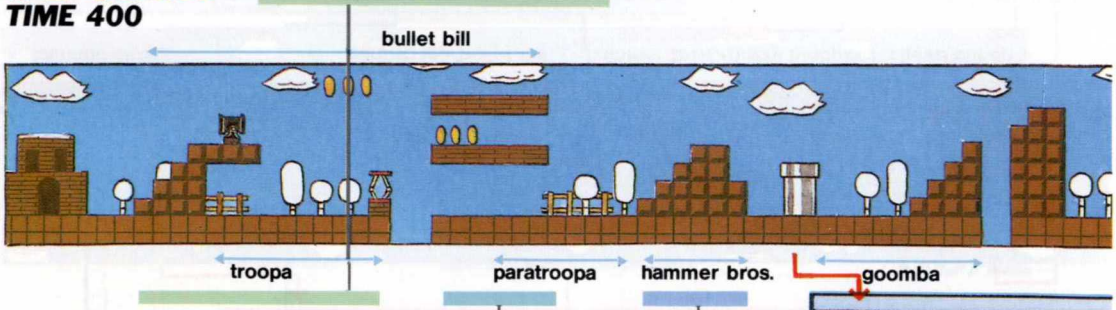
PIRANHA PLANTS and BULLET BILL behave in much the same manner. When MARIO comes very close to either one of them, they will not attack. In areas infested with these bad guys, keep this in mind for making your plan of attack.

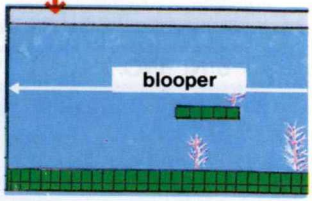
What is in MARIO's mind?

It's safe to stand on the edge.

5-2 START
TIME 400

There's a cannon on top of the stairs. Use well-timed jumps to avoid this hazard.



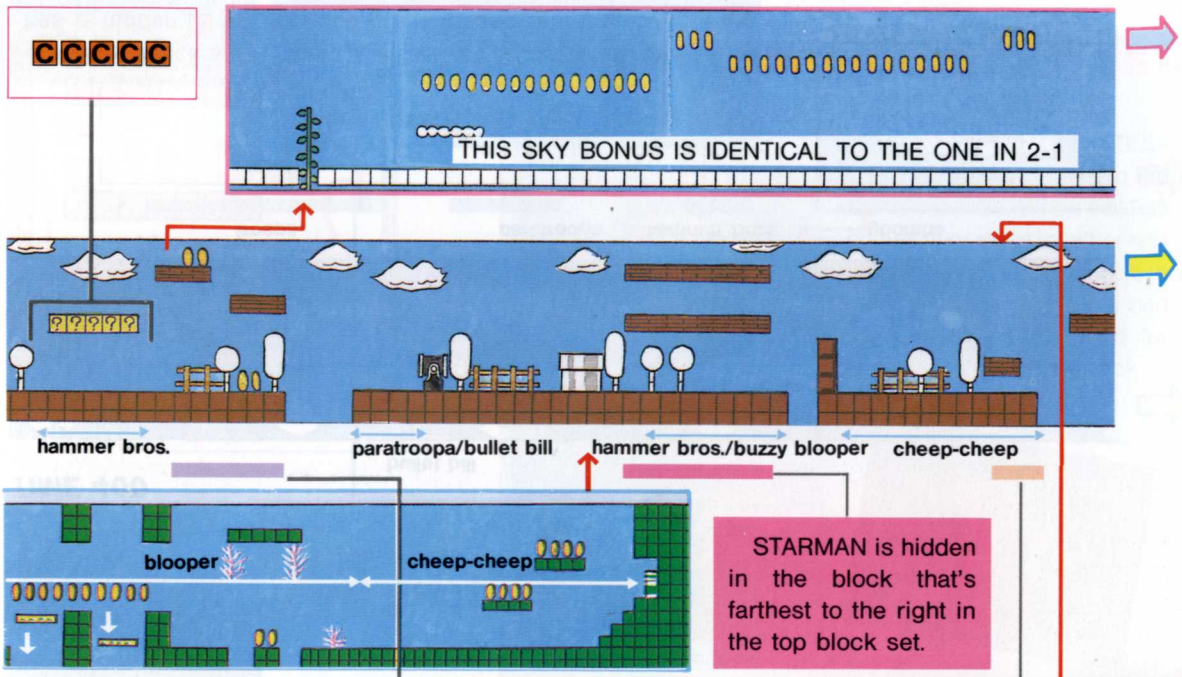


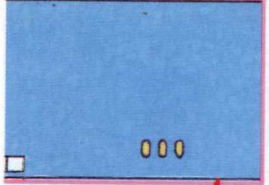
The top block set has a hidden P in the far right block.

The HAMMER BROTHERS must be taken seriously here. After they throw the hammers, they will retreat. They sort of overlap on top of the blocks, and they cannot be defeated when they are in that position.

C COIN 1 1-UP S STARMAN P POWER BOOSTERS T TEN-COINS

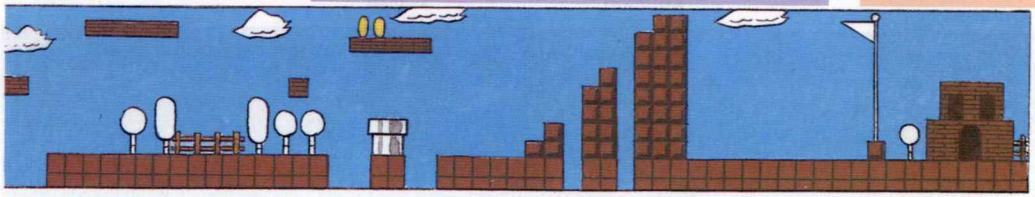
WORLD 5/LEVEL 2





The space next to the far-right ? block has a hidden coin. Get the coin, and get on top of the block. Punch the far left block overhead to release the beanstalk which leads to the SKY BONUS!

There is a T hidden in the block on the left, and a P in the block on the right. If you are SUPER MARIO, it will be hard to get underneath, so run and slide under.



goomba/paratroopa/troopa

paratroopa

GOAL

You'll find TROOPAs on top of the floating block.

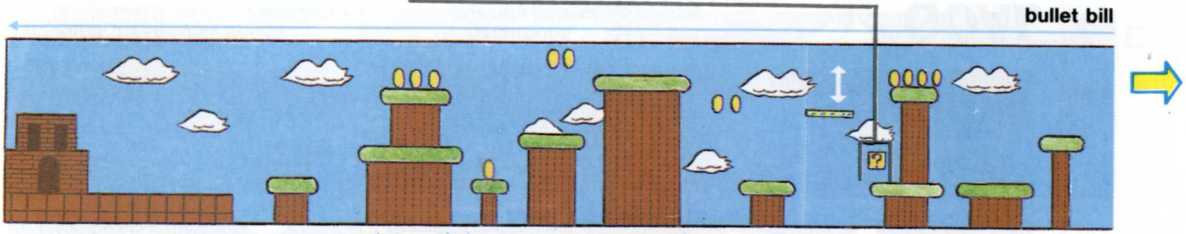
This block contains a P

Be careful with the flying PARATROOPAs. If you take them lightly, you'll be sorry!

C COIN 1 1-UP S STARMAN P POWER BOOSTERS T TEN-COINS

5-3 START
TIME 300

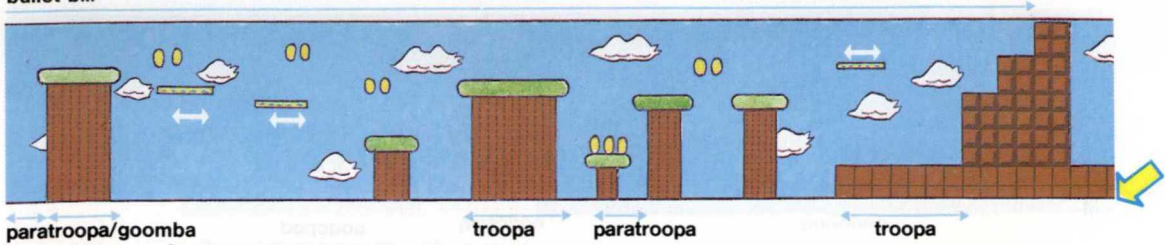
BULLET BILL is constantly after you in this area. On the islands, he is quite easy to avoid, but not on the lifts! Plan your attacks well.



These TROOPAs are confined to the top island, so just kick them off, and you're all set.

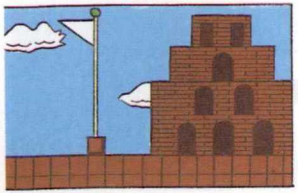
The only way to collect the two floating coins is to get to the left island and jump hard to the left.

Before getting the ? block, get on the lift and get the coins on the top island. After collecting the coins, you can carefully jump down to collect the ?.



Accelerate and jump over the big gap between the islands on the left. Advanced players can practice using PARATROOPAs as a stepping stone. You can collect more points that way.

If you are a beginner, it's better to ignore the coins above the lifts. It's very dangerous to jump on the moving lifts, and those four coins are not worth the risk of a fall.



GOAL

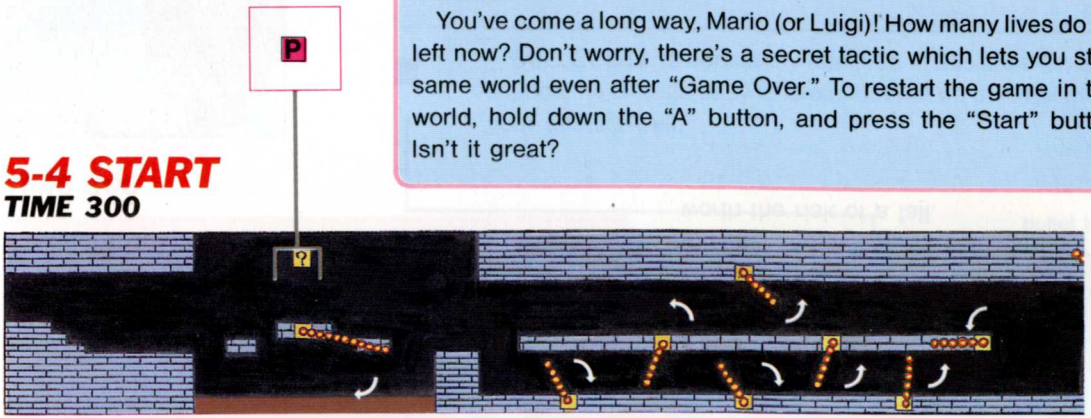
C COIN 1 1-UP S STARMAN P POWER BOOSTERS T TEN-COINS

DISCOVER THE "CONTINUE PLAY" BUTTON

You've come a long way, Mario (or Luigi)! How many lives do you have left now? Don't worry, there's a secret tactic which lets you stay in the same world even after "Game Over." To restart the game in the same world, hold down the "A" button, and press the "Start" button. See! Isn't it great?

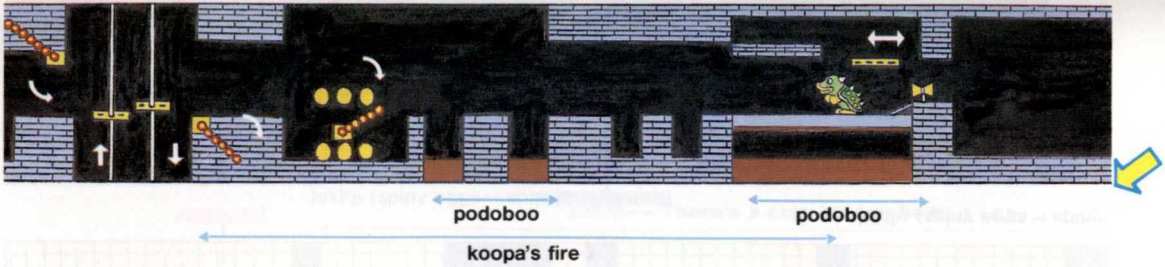
5-4 START

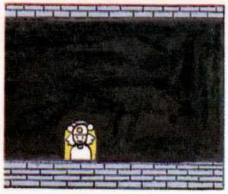
TIME 300



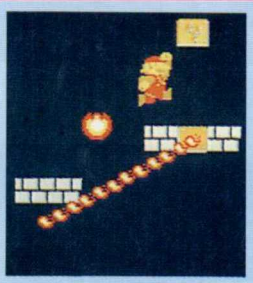
This FIRE-BAR is twice as long as usual! No matter where you stand on the blocks, it will get you. The only way to clear it is to jump over with precise timing. If you get stuck, jump on the ? block, and jump as the FIRE-BAR approaches.

These FIRE-BARS are very close together. Clear them one at a time.





GOAL



FAST-BREAK! Right over the FIRE-BARS

OVERCOMING THE LONG FIRE-BARS

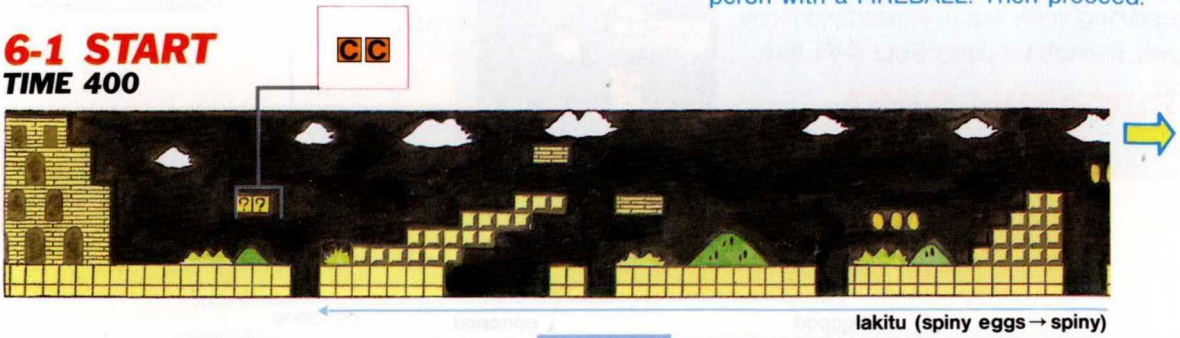
The long FIRE-BAR is the most formidable obstacle in this level. Because of its length, the blocks around it are not safe to stand on. The only way to clear it is to go for a FAST-BREAK. If you are desperate for the P, punch the P, and simultaneously jump across.

C COIN 1 1-UP S STARMAN P POWER BOOSTERS T TEN-COINS

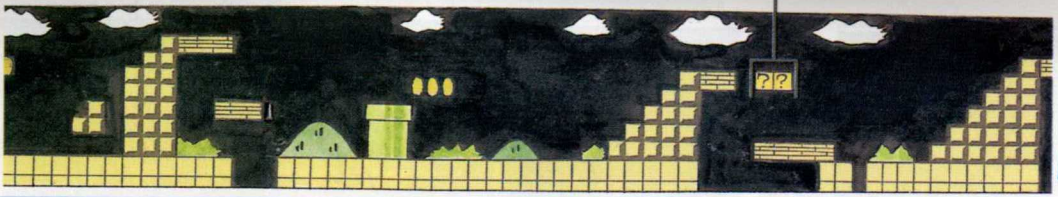
Just as in world 4-1, LAKITU is your number-one enemy. The only way to get past this scoundrel to safety is to use the "kick and stomp" tactic or blast him down from his high perch with a FIREBALL. Then proceed.

6-1 START

TIME 400



There's a P in the left block of the top block set, and a T in the far right block of the lower block set.

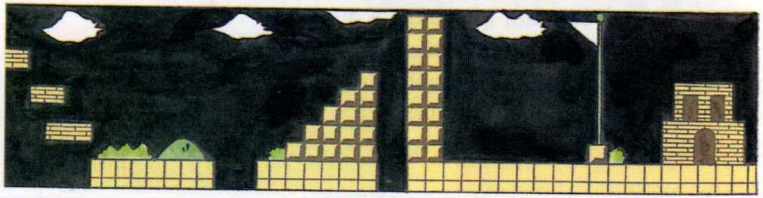


lakitu (spiny eggs → spiny)

—There's a coin hidden here

First, take care of the LAKITUs from the top, then get down to the lower block and jump to find a hidden 1. This 1, however, might not appear if you've been hit before in this area.

The far right block in the middle block set contains a T. If you are small, you can go right ahead and collect the coins. But if you are SUPER MARIO you must use the slide technique to cash in. Be careful not to slide too far!



lakitu (spiny eggs → spiny)

GOAL

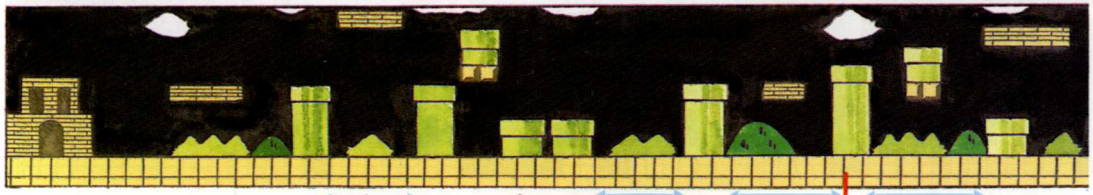
C COIN 1 1-UP S STARMAN P POWER BOOSTERS T TEN-COINS

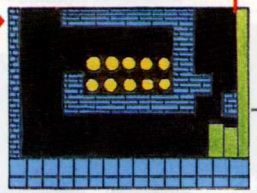
If you stand between the two pipes, and jump you'll find a hidden C. Get on top of a hidden coin block, and jump again to collect a T. You're rich!

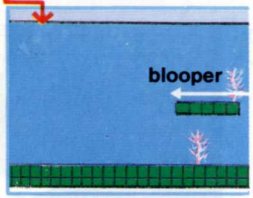
There is a P on the right side of the block which is to the left of the upper pipe. After getting the P jump on it and then jump over the pipe. You will find it is difficult to jump over it from the ground.

6-2 START

TIME 400

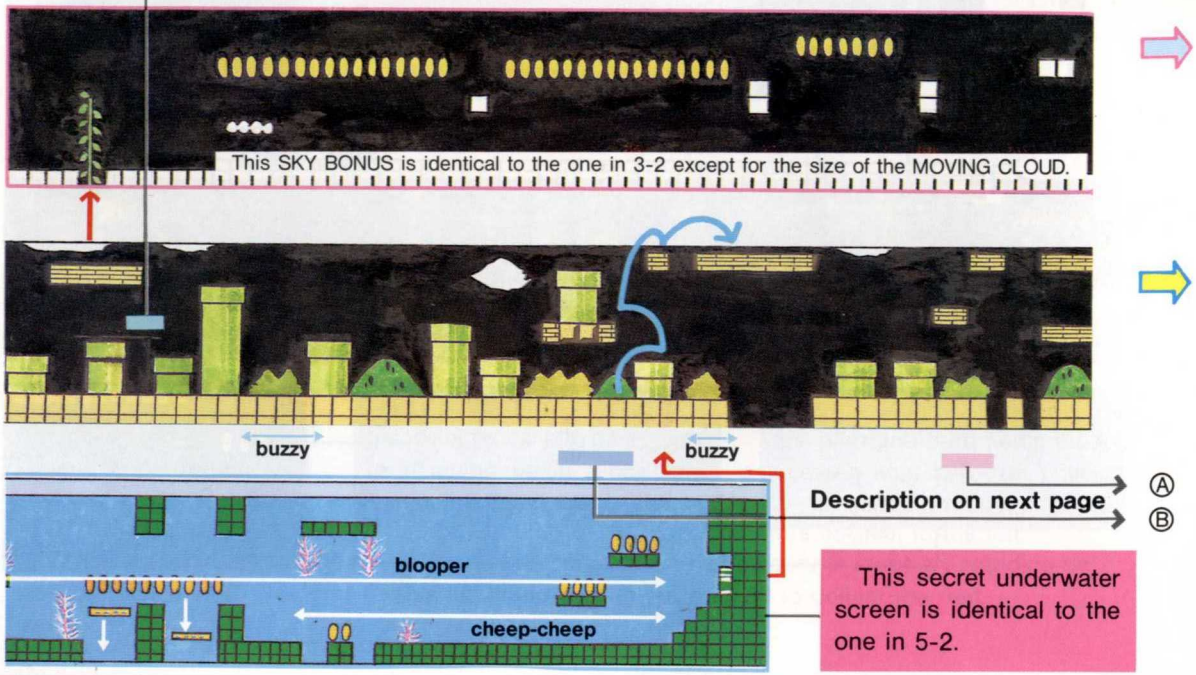






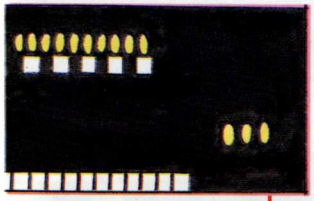
There is a hidden C between the two pipes. Get on top of the block, and punch the far right block overhead. A beanstalk leading to a SKY BONUS will appear.

This coin room is the same as the one in 4-2.



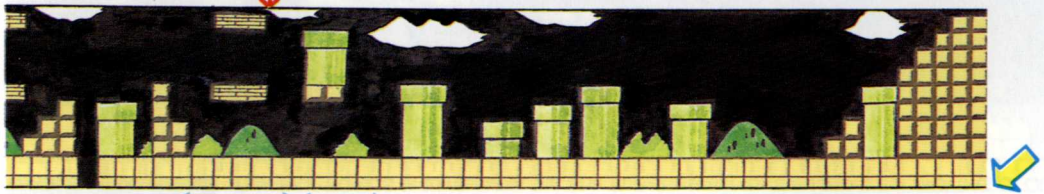
C COIN 1 1-UP S STARMAN P POWER BOOSTERS T TEN-COINS

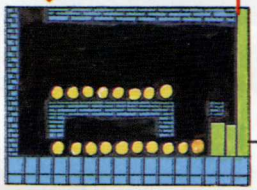
WORLD 6/LEVEL 2·3



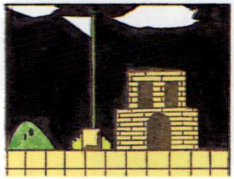
Ⓐ The top block set contains an S inside the left block. Use the lower block, and do a ONE-FOOT jump.

Ⓑ The left side of the pit is infested with BUZZYs. Follow the blue line, and you'll clear the area safely.





This coin room is identical to the one in 4-1.

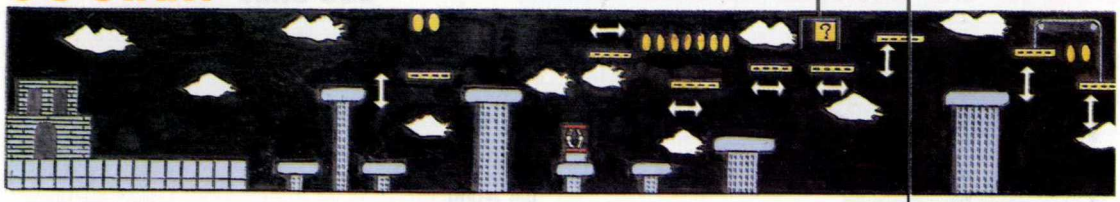


GOAL

Since these lifts have different speeds, you must be extra careful when you jump. It's best to jump when the lifts are close to each other.

The ? block is a P. Punching it is easy, but collecting it is hard. Try to catch it in mid-air when you jump across to the right.

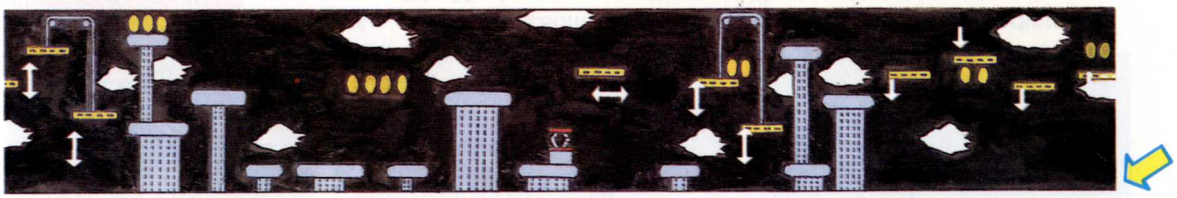
6-3 START TIME 300



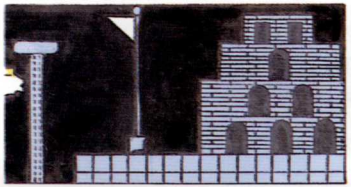
Jump up from the lifts in order to collect the floating coins.

You should do this when the lift is farthest to the left.
There are some coins that you cannot reach by standing on this lift. Jump over to the next lift to collect the rest.

C COIN 1 1-UP S STARMAN P POWER BOOSTERS T TEN-COINS



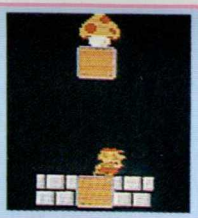
These four lifts are the kind that drop. Jump over them quickly and with good timing!



IT TAKES TIMING TO CLEAR THE LIFTS

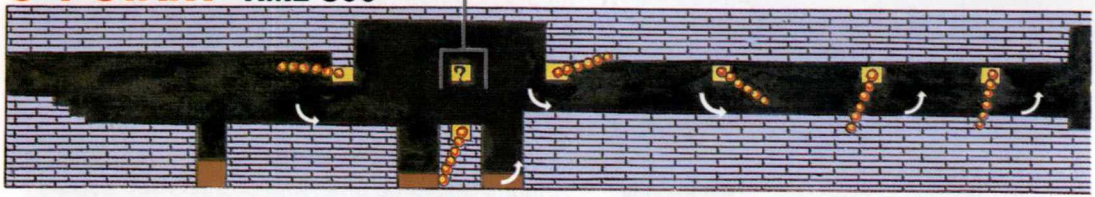
The most difficult obstacle in this area is the JUMPER/LIFT combination. First, stand right next to the JUMPER and plan your strategy. Next, get on the JUMPER, and wait until the LIFT and the JUMPER are at the lowest position. Use the "A" button to jump.

BOOST YOUR POWER IN MID-AIR



The POWER MUSHROOM will fall immediately to the right. Catch it in mid-air as you jump to the right.

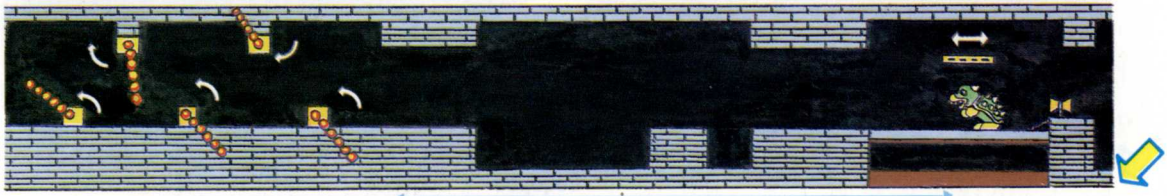
6-4 START TIME 300



You'll find this situation familiar, however, the FIRE-BAR rotates to the left. And the PODOBOOs appear more frequently. It's a challenging combination!

You have to contend with a low ceiling and FIRE-BARS that rotate to the left! Clear the FIRE-BARS one at a time.

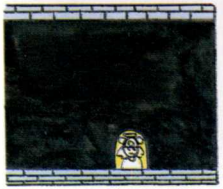
C COIN **1 1-UP** **S STARMAN** **P POWER BOOSTERS** **T TEN-COINS**



This is like 5-4, but it is far more challenging. The upper and lower FIRE-BARS rotate in different directions. Jump when the lower FIRE-BAR is moving towards you, and the top FIRE-BAR is moving away.

There are six hidden C blocks here. Their placement is identical to 1-4. Refer to page 29.

Starting in this world, the evil Bowser comes equipped with hammers. It's much more difficult to survive because the hammers can hit you on top of the LIFT. Beware!



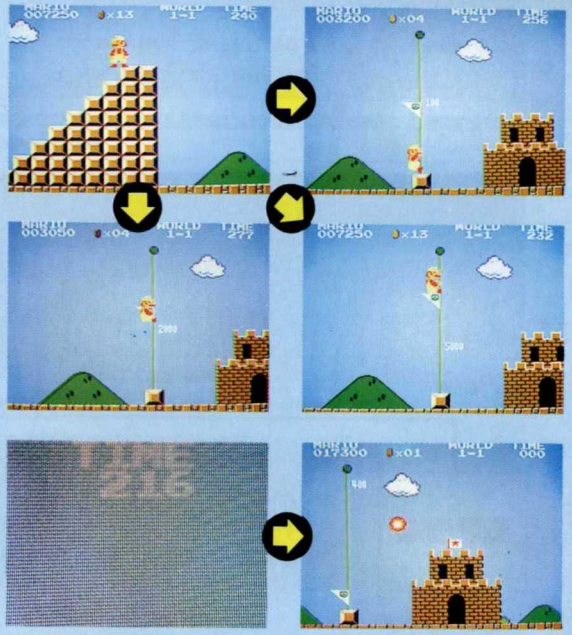
GOAL

SCORE WITH FLAG POLE AND FIREWORKS

Every time you clear an area, you are presented with a flagpole. The higher you jump, the higher you score. The photo on the left shows MARIO just before the flagpole. Instead of jumping on the flagpole from the ground, stay on the staircase and use the "B" button/jump sequence to jump to the very top of the flagpole for 5000 points! It's safe and easy to make points in a big way.

When you enter the castle at the end of a level, fireworks go off. The number of fireworks varies from time to time, and sometimes there are none at all.

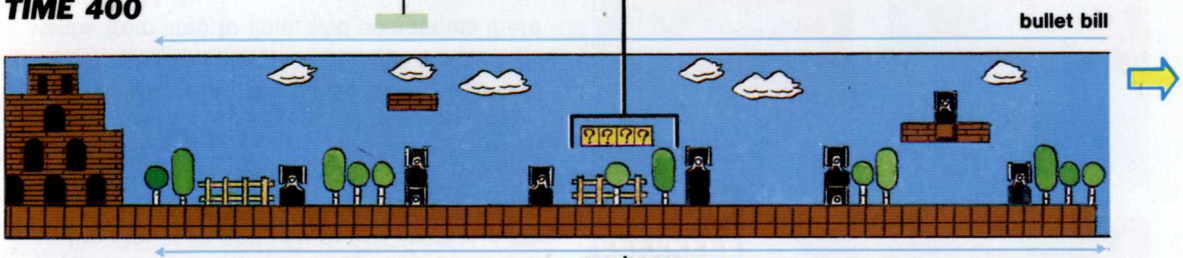
The secret is this. When you clear the area and the time clock has a "1, 3, or 6" as the last digit, that number of fireworks goes off. The lower photo shows an instance in which the player finished with a time of "216"—and had six fireworks to celebrate!



C COIN **1** 1-UP **S** STARMAN **P** POWER BOOSTERS **T** TEN-COINS

7-1
START
TIME 400

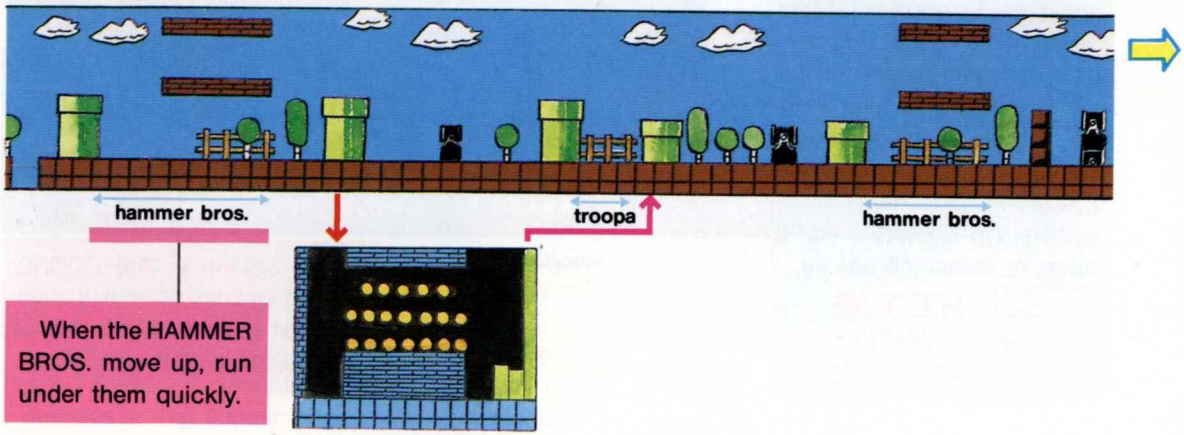
The far left block contains a P. Get on top of the twin cannons, and punch from below. Be careful not to get hit by BULLET BILL right after the power boost. It's best to land to the right with your "Down" button pressed.



It's quite tricky to deal with the PARATROOPAs with the ? blocks above you. Play it safe. Ignore them, and keep on going above the ? blocks.

When you stomp and kick a PARATROOPA, it will bounce back and forth between the cannons. Keep this in mind before you attack. There is a T inside the second block from the right in the overhead block set.

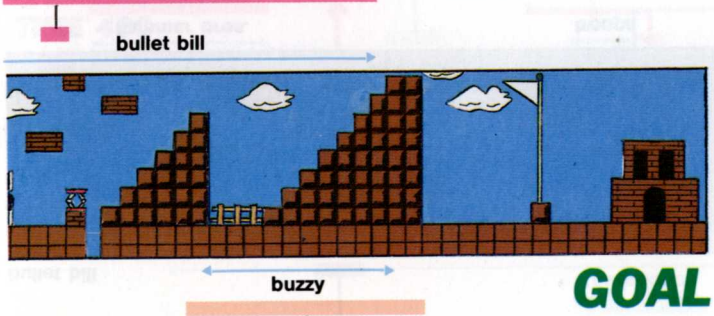
Before using the pipe to enter the coin room, jump up to release the 1-UP MUSHROOM. Then go down to the right to catch it, and return to enter the coin room.



When the HAMMER BROS. move up, run under them quickly.

C COIN 1 1-UP S STARMAN P POWER BOOSTERS T TEN-COINS

The highest block contains a P, but the "jumper" is very difficult to use, so don't try it when BULLET BILL is in your way.

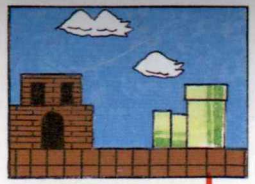


To avoid the BUZZYs descending the right staircase, wait on top of the left staircase, and jump to the right when they reach the bottom.

DEFEAT THE HAMMER BROTHERS

As you get closer to World 8, the HAMMER BROTHERS become more troublesome. If you can't beat them, here are some tips. Try to avoid them. They usually first appear on top of a large block set. So wait for them to come down, then jump to the highest block set to stay out of their way. If you're in the flatlands, accelerate/jump should work well.

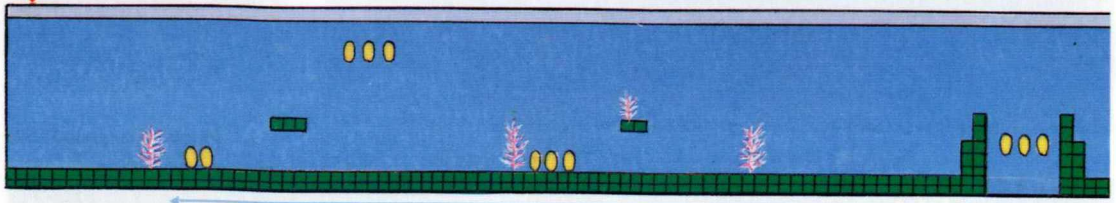
Either way, the trick is not to wait around. Act! If you let them get close, they'll nail you with flying hammers.



7-2 START
TIME 400

UNVEIL SECRETS OF THE 1-UP MUSHROOM

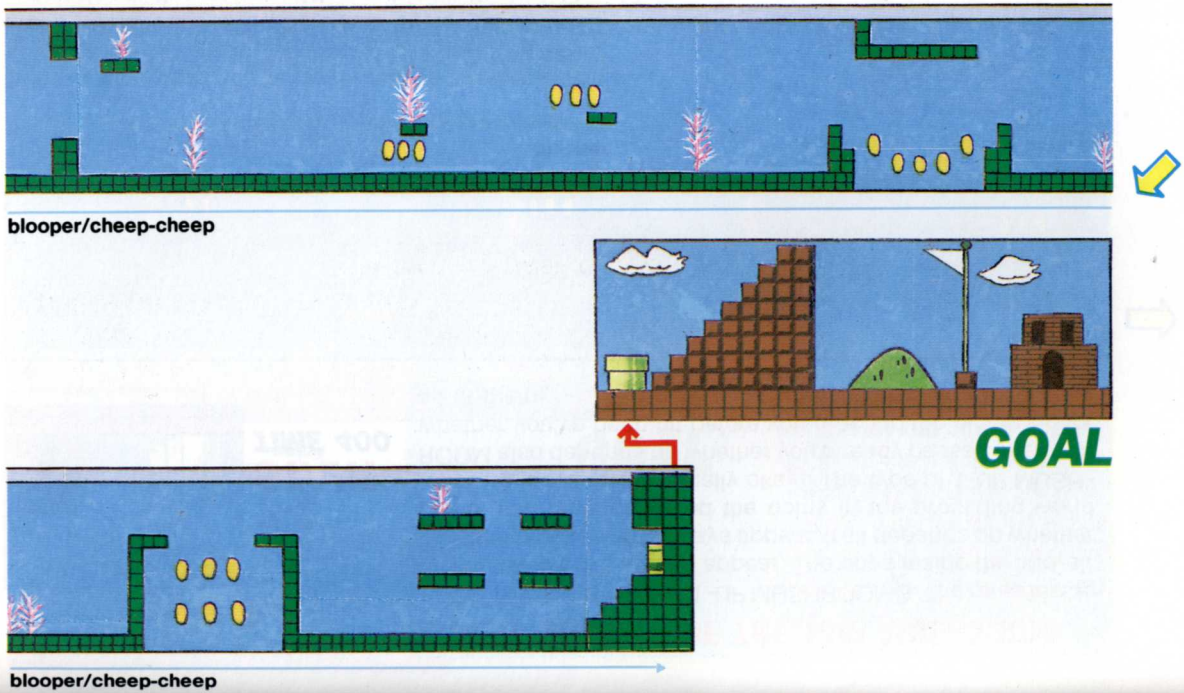
Actually, there are two 1-UP MUSHROOMS. The ones inside the visible blocks always appear. The ones inside the mid-air invisible blocks don't always appear. It all depends on whether or not you have collected the coins in the preceding world (missing just a few is usually okay). The type of 1-UP MUSHROOM also depends on whether you already passed one by or whether you've been hit before you reached the block. Go for all of them!



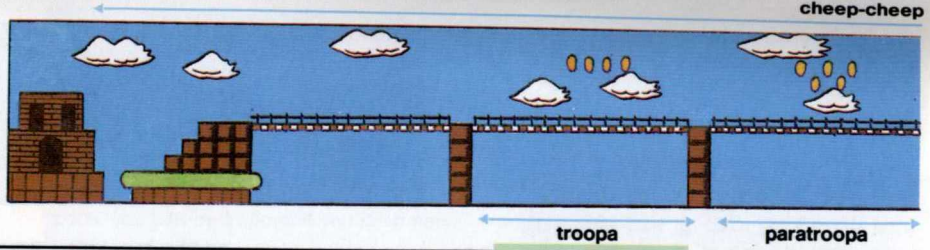
This underwater scene is just like 2-2. You can use FIREBALLS underwater, so try to get all the enemies as they appear. If they get away, they might sneak up behind you without warning.

C COIN 1 1-UP S STARMAN P POWER BOOSTERS T TEN-COINS

WORLD 7/LEVEL 2·3

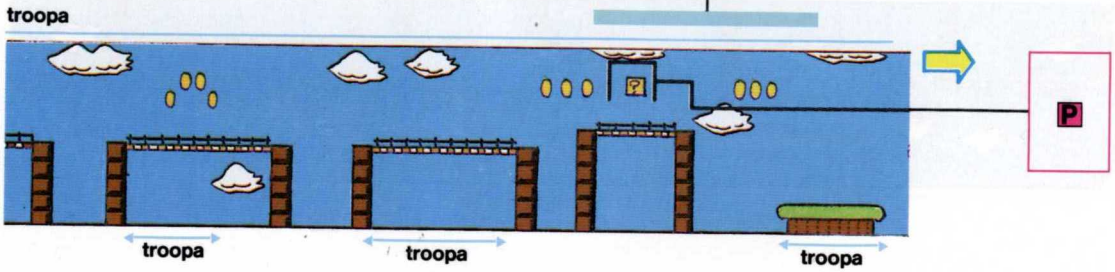


7-3
START
TIME 300



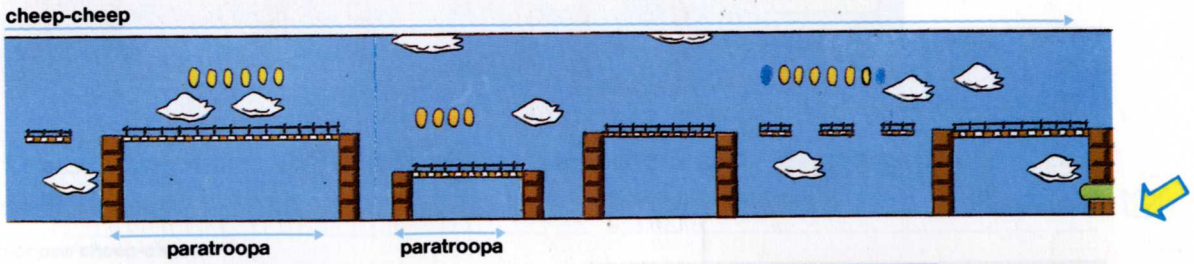
Use the TROOPAs to blow away the CHEEP-CHEEPs.

First, get the P inside of the ? on top of the right bridge. Step back a little, and accelerate to jump over to the island. Collect all of the floating coins during your jump. Avoid the TROOPAs and the CHEEP-CHEEPs at all costs!



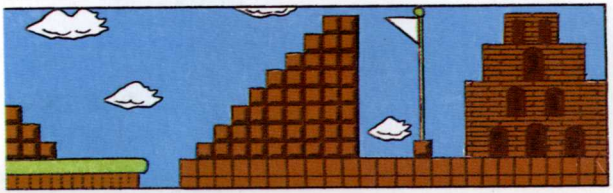
C COIN 1 1-UP S STARMAN P POWER BOOSTERS T TEN-COINS

WORLD 7/LEVEL 3·4



These PARATROOPAs never touch the ground. If you are small, you can run right by them. If you are powered, just kneel down to dodge them.

Precise control and rhythm are necessary to clear these three bridge sections. Try to collect all the coins in the process. Don't get bumped by a CHEEP-CHEEP from the bottom! If this happens, your landing position changes.

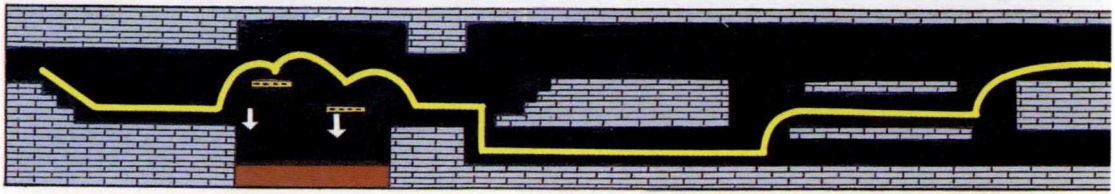


GOAL

CAN'T WIN WITH INSTRUCTIONS? LISTEN!

This isn't because the book is wrong, but because you are doing something wrong somewhere. Even if you follow the path in the book, you can be trapped if you jump needlessly or excessively. In these screens, you must remain calm, and keep your moves to a minimum. Goofing around will lead to your untimely demise.

7-4
START
TIME 400



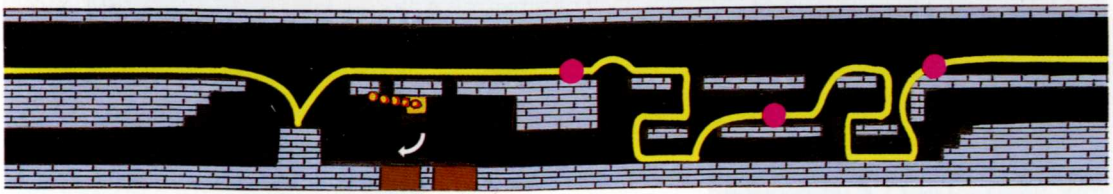
These Lifts drop with your weight! Watch for the PODOBOO, and jump across quickly. Proper rhythm and timing will save you from falling into the Bog of Flames.

The rest of this area is the same as the trap area in 4-4. To clear it, you must follow a certain path designated by the yellow line. One mistake is all you need to get trapped!

C COIN 1 1-UP S STARMAN P POWER BOOSTERS T TEN-COINS

HERES CLEVER ADVICE FOR WORLD 7-4

You can see that the trap in this level is quite complicated. A small mistake will throw you into a trap zone, and you will have to try again. Special care should be taken in clearing this trap zone. When you jump to the blocks above the Bog, be careful not to use too much speed. You can easily fall into the small openings on the right. Use the "B" button to accelerate through to the area near the FIRE-BAR.

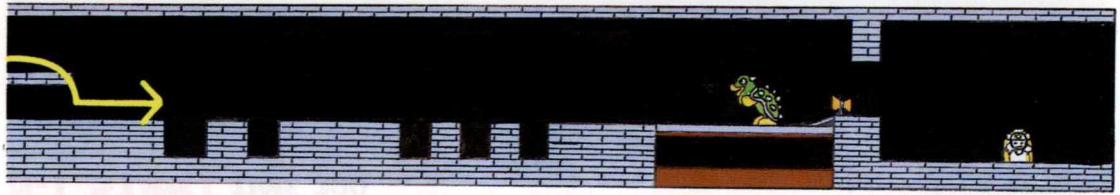


Thisistheend of Trap Zone 1.

Trap Zone 2 starts here. Follow the yellow line to advance.

The yellow line shown here is just one example of a possible route. The important thing here is to pass through the areas marked with a red circle. You must go up-and-down to clear.

When the evil BOWSER throws his hammers, get inside the arc of the flight path to avoid them. When he jumps, run underneath him to clear.



koopa's fire

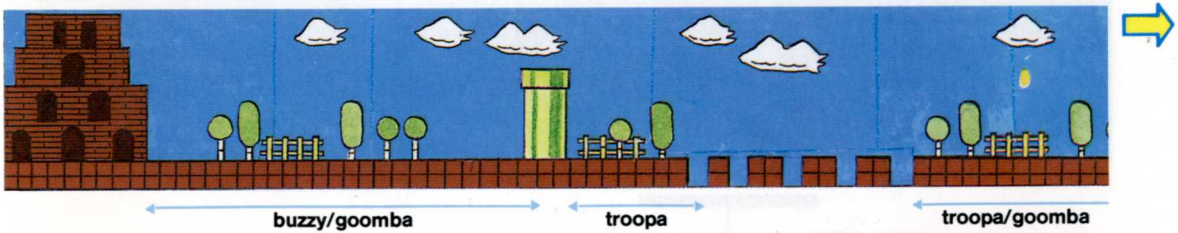
podoboo

GOAL

If you reach the low spot, you have cleared the trap zone!

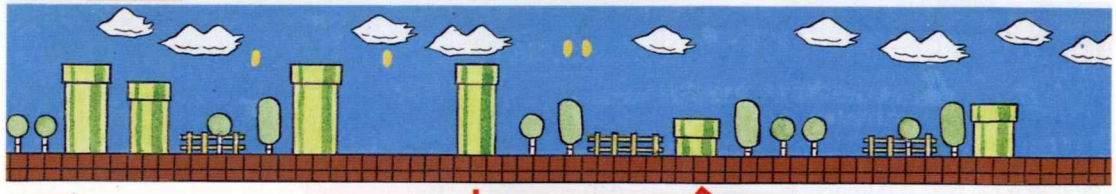
C COIN 1 1-UP S STARMAN P POWER BOOSTERS T TEN-COINS

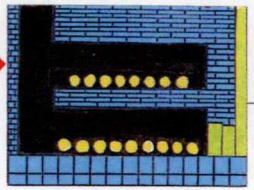
8-1 START TIME 300



If you reach this area without getting hit, you'll probably find a 1 inside the third block from the left, between the two pipes.

Clear this area with the "B" button sprint.

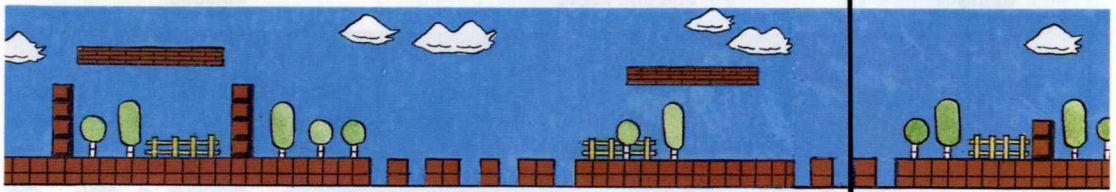




This is identical to the one in 1–2

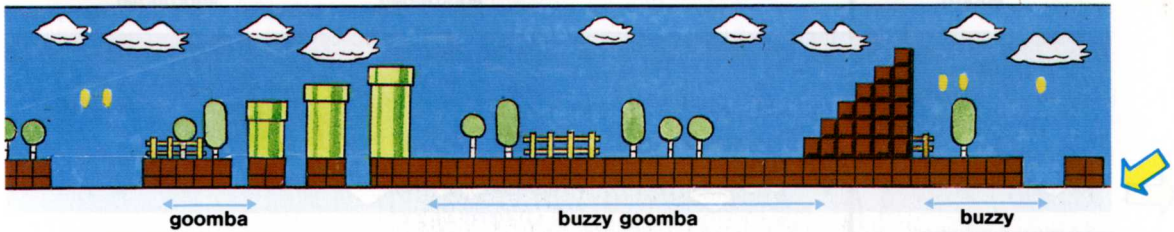
This area is enclosed by walls and blocks. There is a hidden C in the space below the fifth block from the left. Jump on top of that block, and jump to find a T.

There is an S inside the third block from the left.



C COIN 1 1-UP S STARMAN P POWER BOOSTERS T TEN-COINS

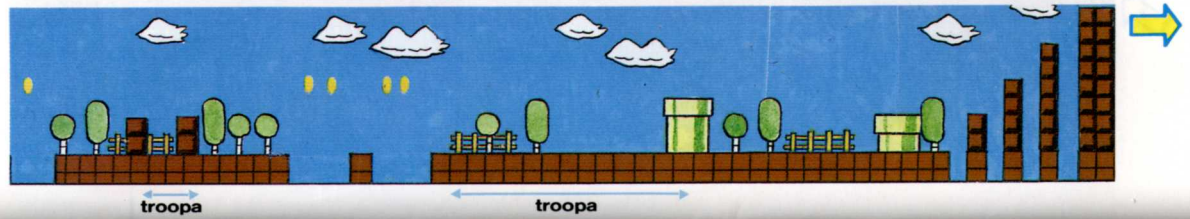
WORLD 8/LEVEL 1

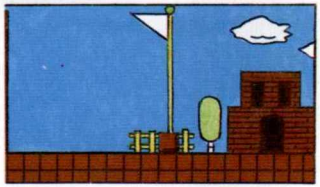


To clear this pit, you must accelerate before you jump.

Be careful not to fall into these pits after you clear the large pit. Take it easy, and advance steadily.

These twin pits are quite difficult to clear. Use the "B" Button to accelerate, and use the middle section to pull another jump. Another tactic is to stand close to the edge, and use the "A" Button jump to the middle part. Jump again in a similar way to get to the other side.





GOAL

WORLD 8 ISN'T JUST ANOTHER WORLD

For the few of those who have seen the map of this area, the great length must be quite surprising. The time given to clear this area is only 300! The goal feels ever so far away.

In addition, when you die in this area, you return to the beginning of the area—no matter where you die.

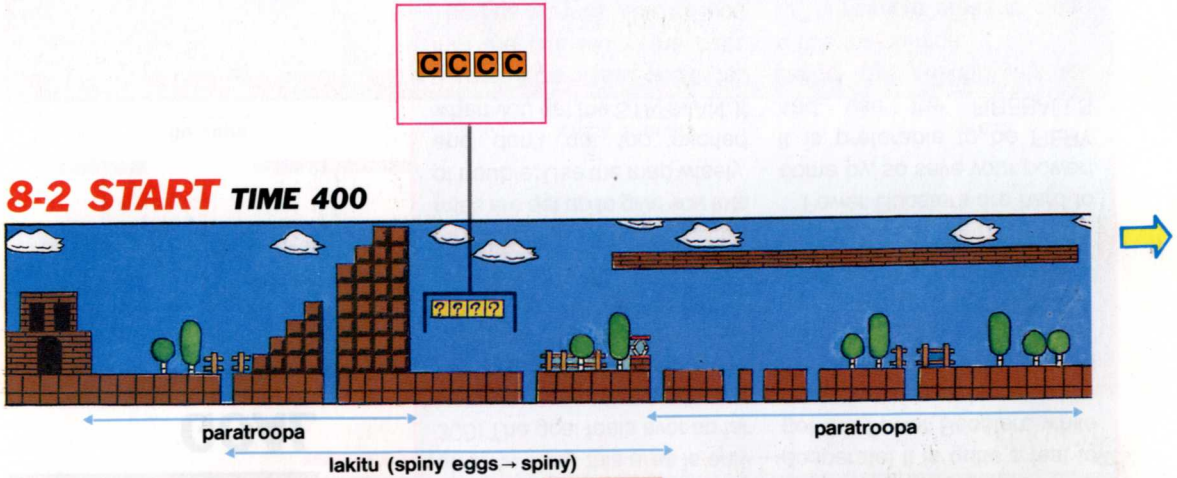
The obstacles and the enemies are set up to give you lots of trouble. Use the map wisely, and don't get too excited when you get the STARMAN. If you are careless, you'll fall into the pits along the path. The pits vary in size, so you must use different techniques to clear them.

You'll also find that the Turtle Tribe has its maximum defenses up. Every known type of enemy is present. And desperate! It is quite a feat to get the Power Boosters while engaging the various enemy characters in combat, and scoring points. Things get worse in 8–3 where the HAMMER BROTHERS make their last stand.

Power Boosters are hard to come by, so save your power! It is preferable to be FIERY and use the FIREBALLS before the enemy gets too close for comfort.

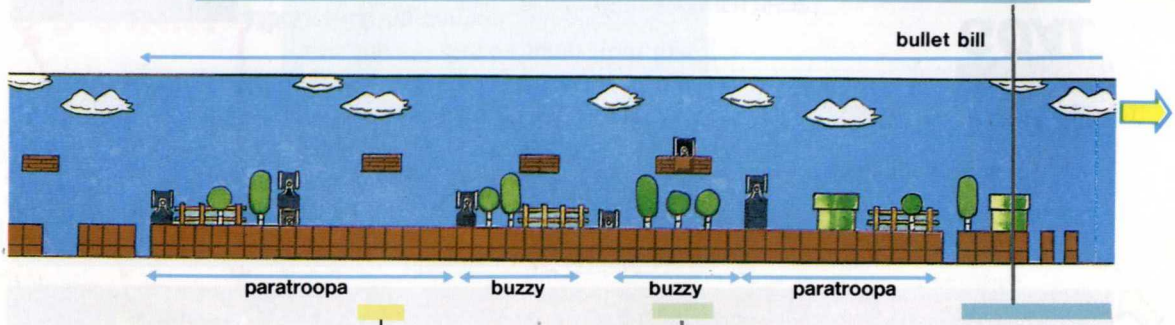
Three more areas to clear! Are you ready?

C COIN **1 1-UP** **S STARMAN** **P POWER BOOSTERS** **T TEN-COINS**



There is a 1-UP MUSHROOM inside the second block from the left in the block set above. Use the Jumper to punch the block. To collect the Mushroom when you are small, run to the end of the block to the right and catch it as it falls. Don't forget about the PARATROOPAs!

There are two ways to clear these pits. The first way is to stand near the left pipe, and use the "accelerate/jump" sequence to clear the second pipe, then jump again on the second tiny flat. Another way is to get down on the first tiny flat, and use the accelerate/jump sequence to jump over the pits to go to the right. Either way, timing and the length of your jumps will decide your fate.

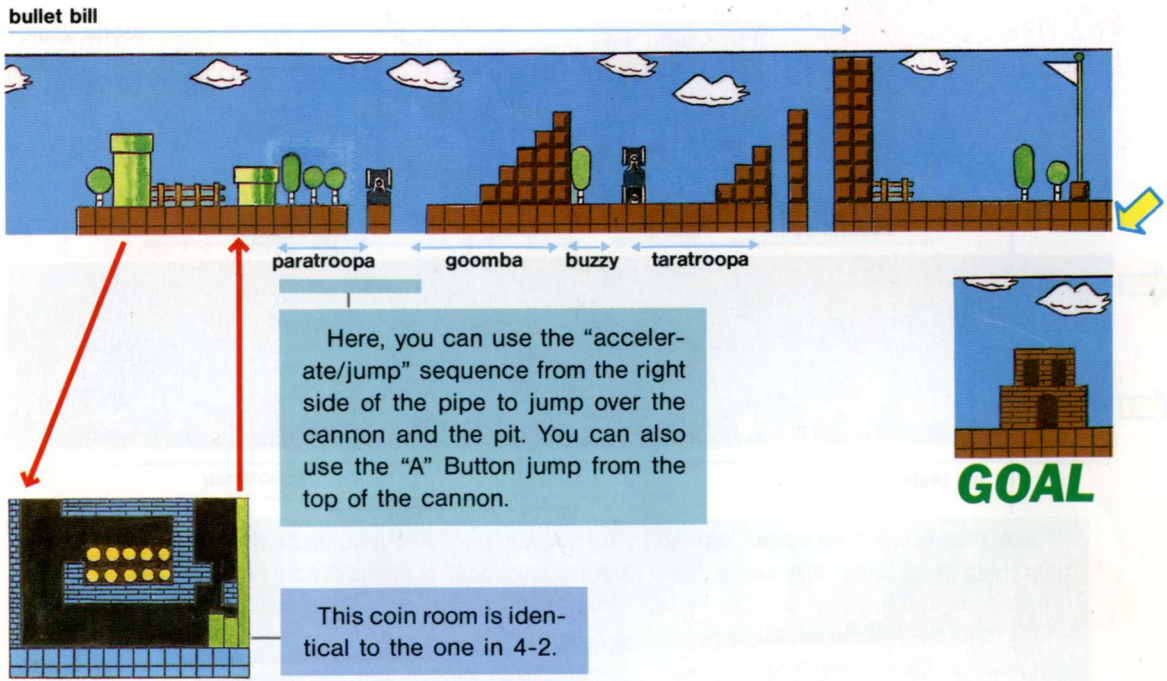


There is a P inside the right block above.

The block set with the cannon on top has a T in the right.

C COIN 1 1-UP S STARMAN P POWER BOOSTERS T TEN-COINS

WORLD 8/LEVEL 2·3

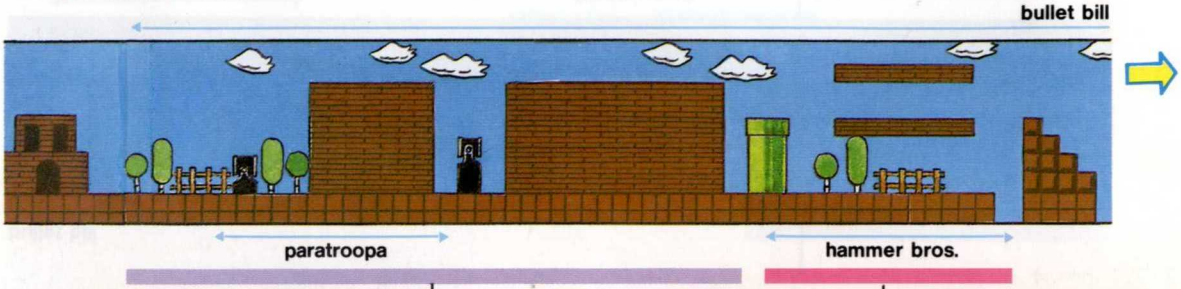


Here, you can use the "accelerate/jump" sequence from the right side of the pipe to jump over the cannon and the pit. You can also use the "A" Button jump from the top of the cannon.

This coin room is identical to the one in 4-2.

Finally! You've reached the outer rim of the castle where Princess Toadstool is held captive. The massive walls look like insurmountable barricades. The castle guards (HAMMER BROS.) are waiting to destroy you. The "B" Button plays an important role in clearing this area. Combining FIREBALLS with acceleration is the only way to survive.

8-3 START TIME 300



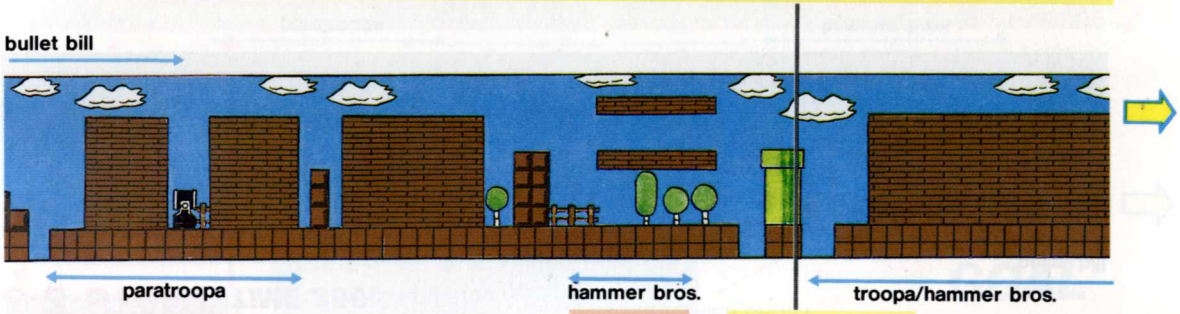
BULLET BILL and PARATROOPAs are the only enemies here. Accelerate and jump over all the obstacles to reach the first pipe quickly.

You must control MARIO precisely to defeat the HAMMER BROTHERS. Advance steadily and wait for your chance. If you see an opening, run and jump to the stairs on the right.

C COIN 1 1-UP S STARMAN P POWER BOOSTERS T TEN-COINS

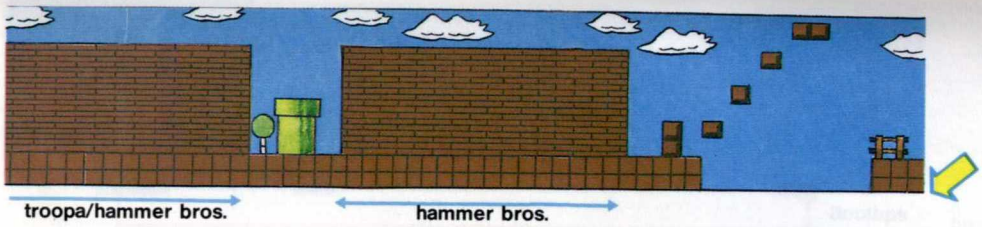
WORLD 8/LEVEL 3

When you jump off the pipe, first stomp on the TROOPAs and kick them to the right. You may be able to kill a few HAMMER BROTHERS this way, too. If this doesn't work out, use the "B" button to accelerate and jump over them.



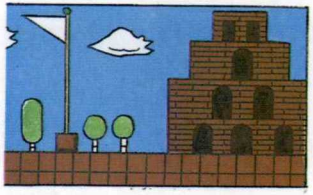
↘ If you are lucky, the HAMMER BROS. will no longer appear. Use this opportunity to go back to the first block set, and punch the second block from the right to collect the P.

The second block from the left on the upper block set has a hidden P.



If you jump at the second block from the right, a T will appear.

This staircase is floating. Extra care must be taken to clear this obstacle. Over-jumping or under-jumping . . . either way, you will fall!

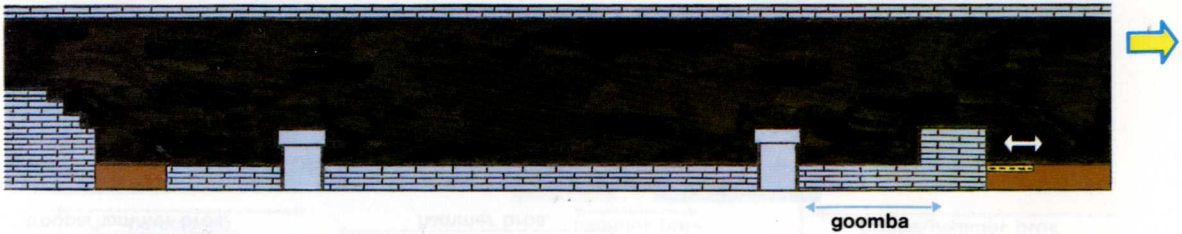


GOAL

C COIN 1 1-UP S STARMAN P POWER BOOSTERS T TEN-COINS

This castle scene is divided into five zones. Three out of the five do not lead to anywhere. To get to the next zone, you'll need to use the pipes. Some pipes will take you to the beginning of the area instead of letting you through to the next zone. It's quite a maze.

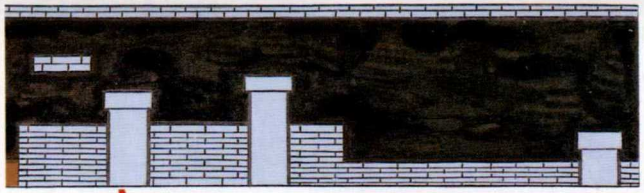
8-4 START TIME 400

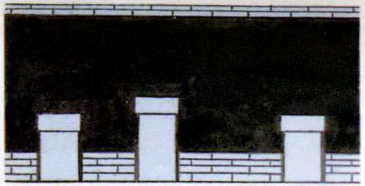


You'll be welcomed here with the terrifying Bog of Flames. Take careful steps one at a time!

If you take the wrong pipe, you'll end up here.

This pipe leads back to the one in the beginning of this area.

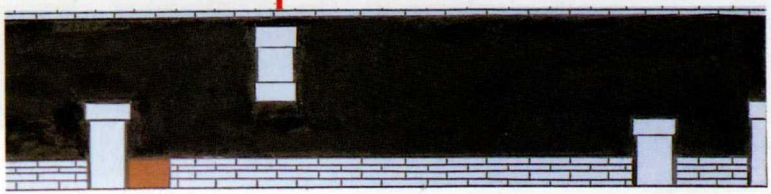


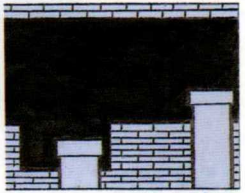


Wait on top of the left pipe until all the PARA-TROOPAs can be seen.

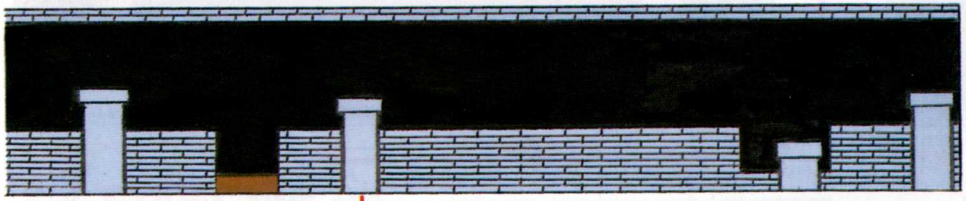
Stand and jump on the second block to the left from the pipe and collect the hidden C. Use that block to get into the floating pipe.

This pipe leads to the pipe at the beginning of this area.





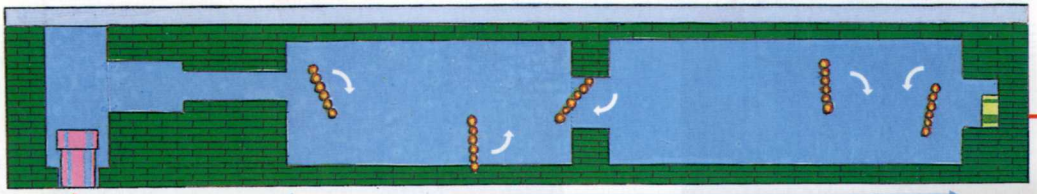
C COIN 1 1-UP S STARMAN P POWER BOOSTERS T TEN-COINS



cheep-cheep

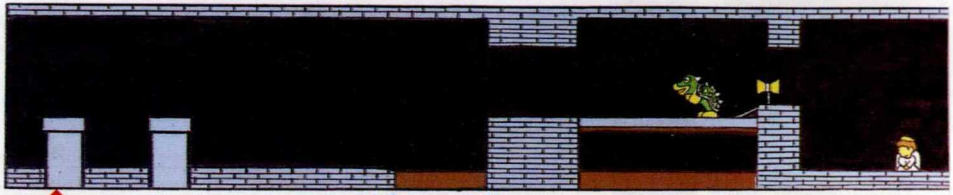
This pipe leads to the pipe in the beginning of this area.

The only enemy in the underwater area is BLOOPER. If you are not FIERY, it's safer to stay close to the bottom.



blooper

Get on top of the pipe on the right, and take time to observe the movement of the HAMMER BROS. If they don't throw their hammers while they jump, it's a good time to make your move. Use the "accelerate/jump" sequence to jump behind them, and quickly jump over the Bog of Flames.



This pipe leads to the pipe in the beginning of this area.

This is the real BOWSER! Use the "tried and true" technique to defeat him.

Princess Toadstool is held in this room!

GOAL

C COIN **1 1-UP** **S STARMAN** **P POWER BOOSTERS** **T TEN-COINS**

HOW TO USE THE WARP ZONE.

There is a WARP ZONE in WORLD 1/LEVEL 2 and WORLD 4/LEVEL 2. The WARP ZONE is useful in avoiding enemies, and offers a speedier route to PRINCESS TOADSTOOL. By using the WARP ZONE, you can bypass many of the BOWSERs, and skip over especially troublesome worlds.

Although very useful, there is a negative aspect to the WARP ZONE. For instance, if a beginner tries to use the WARP ZONE without enough practice, he/she will not be able to go much beyond that point due to lack of experience.

The worlds gradually become more difficult. Each building on the next to add to your skill level. Exploring new worlds, meeting new challenges and characters is also a major part of the fun. You miss a lot of action by skipping worlds just to get to World 8.

Mario's running on the ceiling on the way to the warp zone in World 1 Level 2.

Probably the best way to use the WARP ZONE is to use it as a tool to advance your skill level. Once you get a good feel for the game, use the WARP ZONE with discretion to sharpen your skills.

This is the warp zone in World 1 Level 2. Here you'll find 3 pipes waiting for you.

This is the warp zone in World 4 Level 2. You can only warp to World 5 from here.

This is also a warp zone in World 4 Level 2. When you warp from here you'll end up in an unexpected place!

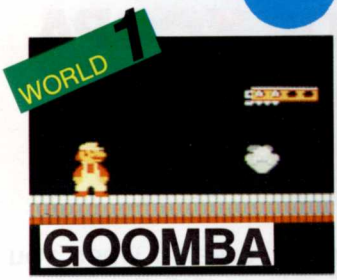
3

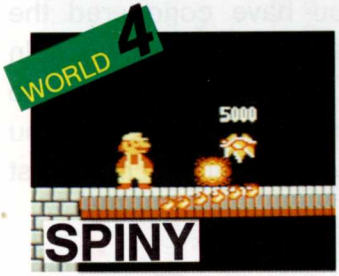
SECRETS OF KOOPA AND ANOTHER QUEST

KOOPA's identity is finally revealed when you complete the game. You have conquered the entire Kingdom all the way to World 8/LEVEL 4. In addition to that, you are given a new mission—to conquer yet another Kingdom! We would like you to figure out the secrets for yourself, but if you just cannot wait, here it is!

SUPER MARIO BROS.

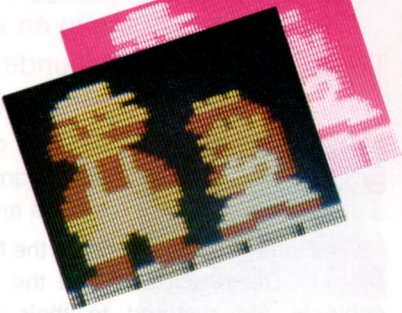
THE IDENTITY OF KOOPA

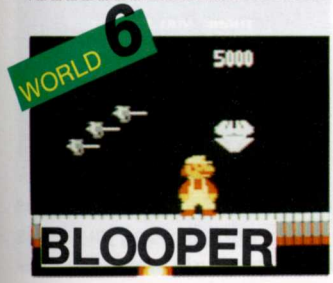




BOWSER, the evil King of the KOOPAs has been defeated by our hero, MARIO! But why did he have to fight against eight different BOWSERs? This secret is revealed in the photos above. In reality, the BOWSERs you defeated in Worlds 1 through 7 are other creatures disguised as BOWSER. In other words, they are fakes. Their identities are only revealed when you kill them with FIREBALLS. Check it out.

Finally, you have saved the PRINCESS TOADSTOOL from the evil rule of BOWSER. You have come a long way! Did you notice various secrets revealed by MARIO on the road to victory? There are stories within stories in this game.

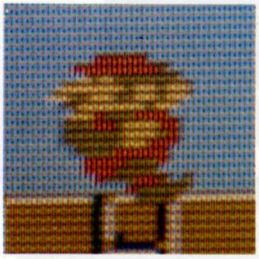




A NEW QUEST AWAITS MARIO!

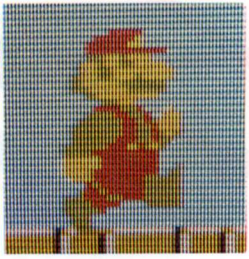
The story has come to an end, and MARIO and PRINCESS TOADSTOOL are surrounded by a glowing light. The light spread, growing outward to envelop the entire MUSHROOM KINGDOM and free all the creatures from the evil spell of BOWSER.

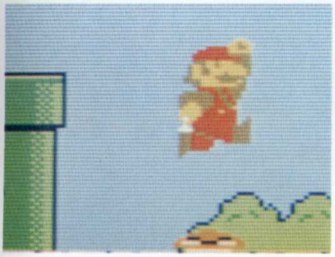
Finally, peace returns to the MUSHROOM KINGDOM, and the faithful subjects are restored to their rightful places. But listen, PRINCESS TOADSTOOL is trying to tell MARIO something!



"Thank you, MARIO! Your courage has freed our Kingdom, and you long journey is now over. To show our gratitude, we have prepared another quest for you." MARIO, totally astounded exclaims, "I have to go on another journey? That's crazy!" Dizzy with the news, MARIO keels over.

When MARIO regains consciousness, he finds himself in another land. It's like the MUSHROOM KINGDOM, yet different. Again MARIO must save the PRINCESS held captive in a castle far away.





While the title screen is on, you can use the "B" button to select the world you want to play. For now, take a look at what world 1 looks like. Although completely exhausted, MARIO gets back on his feet.

The first enemy approaches! BUZZY? What's this? The first enemy is supposed to be GOOMBA! *That alright, let's get them all. But something is strange here!*

"MARIO, MARIO, don't take this world lightly! It's a totally different world, and your enemies are placed differently, too!"

Did MARIO hear the Princess' parting words? Maybe not, but you did. Use this book as your guide to challenge the UNDER WORLD!

.....TO BE CONTINUED

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